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WARPATH JURASSIC PARK

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OFFICIAL STRATEGY GUIDE

This game has received the following rating from the ESRB.



Covers PlayStation®

SEVEN-HIT COMBOS!



OFFICIAL STRATEGY GUIDE

BRADYGAMES
TAKE YOUR GAME FURTHER

WARPATH JURASSIC PARK™

OFFICIAL STRATEGY GUIDE

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Brady Publishing
An Imprint of
Macmillan Digital Publishing USA
201 W. 103rd St.
Indianapolis, IN 46290

ISBN: 1-56686-924-2
Library of Congress No.: 99-73670

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 99-1 shows that the first printing of the book occurred in 1999.

02 01 00 99 4 3 2 1

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Special thanks to Amy Nabi, Steve Arnold, Matt Eslinger, Rich Flier, Keith Hargrove, and everyone else at DreamWorks Interactive who helped make this the most ferocious Warpath strategy guide to ever roam the earth.

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INTRODUCTION

In the long lineage of fighting games on the PlayStation®, only *Warpath Jurassic Park* delivers dinosaurs that look, move, and sound like what we believe to be the real thing. It's as if DreamWorks and Black Ops were able to transport the dinosaurs from both *Jurassic Park* and *Jurassic Park The Lost World* movie(s) straight into the videogame!

The similarities aren't mere coincidence, though. Afterall, DreamWorks worked on both the movie and this game. It's remarkable how lifelike these beasts look. The detail in their skins, teeth, claws, and eyes is breathtaking. There are notable differences between the movie and the game, as well. In *Warpath*, players don't simply sit on their sofas and react passively when a T-Rex delivers its ear-shattering roar. Here, they have the chance to take on the fiercest creatures that have ever walked the earth and find out what it was like to battle against their enemies, foes, and natural prey. All the while, the player can expect to have extraordinary fun while doing so.

The very lizards that we have become so accustomed to seeing on the silver screen are what set *Warpath* apart from similar games. Fighting with these dinosaurs is nothing like fighting with human characters. The dinos do use all the standard attacks (kick and hit high, medium, or low, and throw or block), but there are no ring outs or leg-breaking spin moves, or cute little sayings at the end. We're talking giant dinosaurs here—20-30 feet tall, with mouths that can swallow you in one or two bites and sever you in half without the least bit of effort. We're talking about savage, flesh-tearing, bloody experiences here—deathblows from the piercing horns of Triceratops, or instant death from the stomp of a Giganotosaurus. These creatures have come to life to fight one another, and from the final copy we played (and played and played and played), we can sincerely tell you that *Warpath Jurassic Park* is a deep, fun, and immediately playable game that harbors an addicting quality unlike other games of the fighting genre.

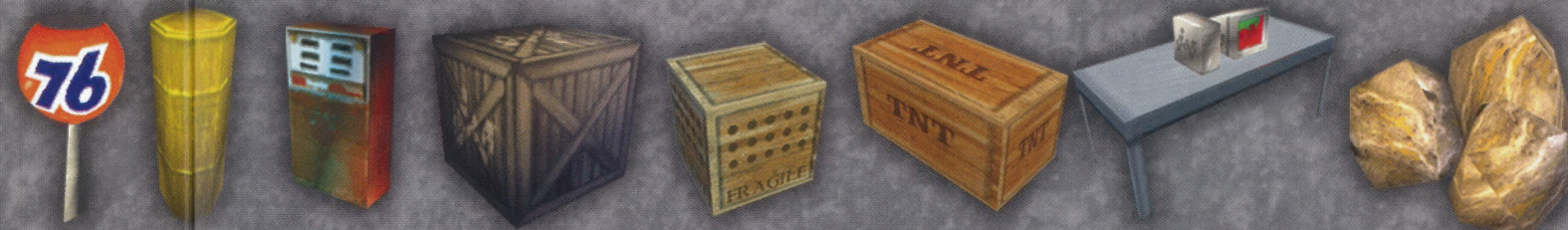
This guide will assist you in every way, since it's officially supported by DreamWorks Interactive and Electronic Arts. It's filled with every move, combo, and strategy you can ask for in a guide—and more. So dig in, as they say, and enjoy your dinosaur battles like we did. And remember that these dinosaurs once roamed the earth a long time ago, possibly fighting for their lives in your own backyard!

—D.C. Bianchieri





GAME BASICS



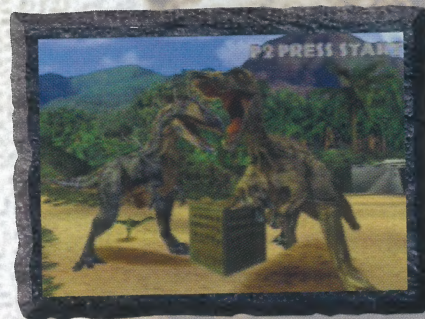


GAME BASICS

GENERAL FIGHTING TIPS

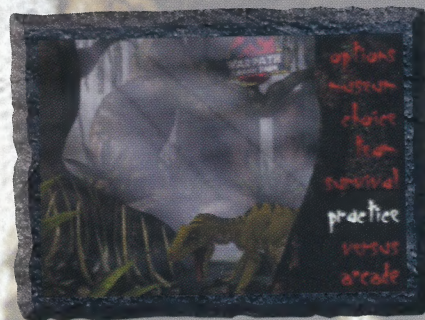
USE ENVIRONMENTS TO YOUR BENEFIT

As you can see in each of the environments, there are often breakable objects, interactive structures, and deadly pieces of hardware. These items can make your life easier if you recognize their value and use them to your benefit. In some arenas you can use fragile crates, breakable boulders, or combustible gas stations to injure and subdue your opponents.





In other areas you can simply use boxes to get in between you and the enemy. You'll find an electrical fence in the Paddock arena. You can't hide behind it, but you can ram or throw your opponents into these charged fences, creating a spectacular lighting effect and a good dose of damage.

ACCESS PRACTICE MODE





Each time the difficulty setting increases, take a short test run in Practice Mode. You'll get a feel for the new enemy smarts before damaging your fragile ego against the meaner, cold-blooded dino AI. Also take note as your opponent attempts more combos and, in some cases, more close-up moves like throws. Blocks, sidesteps, and good timing are all crucial devices to use to your advantage as the game becomes more difficult.

PICK UP EDIBLES

You may notice humans and other vulnerable creatures, like goats, running around in the arenas. These occasional visitors are called Edibles. Grab them as often as possible to increase your health, but don't go too far out of your way to get them. Chasing them around the arena often does more harm than good. Plus, if you watch their patterns, you'll see that they eventually come very close to you. Crouch when close to an Edible, press  to pick one up, then press  again to devour it. For fun, players can play tug o' war with an Edible. Pick one up and then have Player Two try to pull it from your dinosaur's mouth.



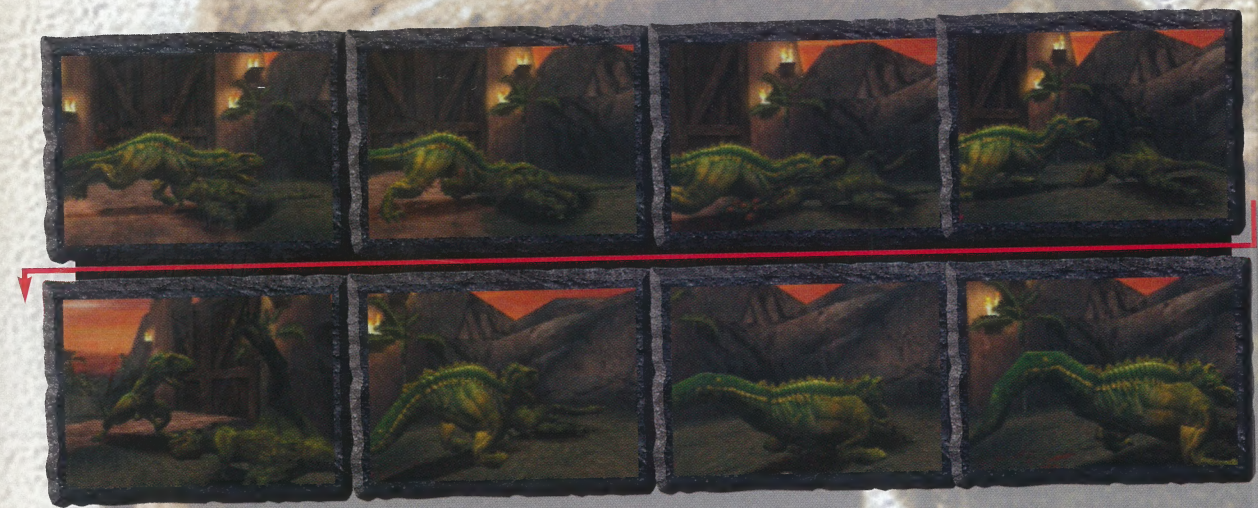
SIDESTEP

Another vital survival technique is the Sidestep. It's essential to learn *when* to use it. Sidestepping is often more effective than blocking. Such is the case when a frenzied opponent launches into a deadly combination. Especially with the more powerful dinos, the Sidestep is a lifesaver. To Sidestep, press  or .



SEVEN-HIT COMBOS

To win in the various levels of difficulty, it's vital for you to learn the seven-hit combos of each character. You must also learn both of the seven-hit combos for your chosen dino to help you win. These combos are the most powerful techniques in the game, and you'll be glad you know them once you see how powerful they truly are. If you have a difficult time remembering these long moves, simply recall the first three buttons in succession, and then try a fourth, fifth, etc. A second way to remember these is to look at the pattern they make on the controller. A third way is to simply rehearse them over and over in Practice Mode. Hey, that's why they call it Practice Mode!



BASIC MOVES

Each button on the PlayStation triggers a move. And like all the best fighters, each of the shoulder buttons is used for necessary combat. Here is the standard default control scheme, and the corresponding moves of each button:

Light Main Attack

Heavy Main Attack

Light Second Attack

Heavy Second Attack

THE FRENZY METER

The Frenzy Meter is a special technique that increases the power of your chosen dinosaur. You can execute frenzy moves only if your Frenzy Meter (located on either side of the timer circle) is full.

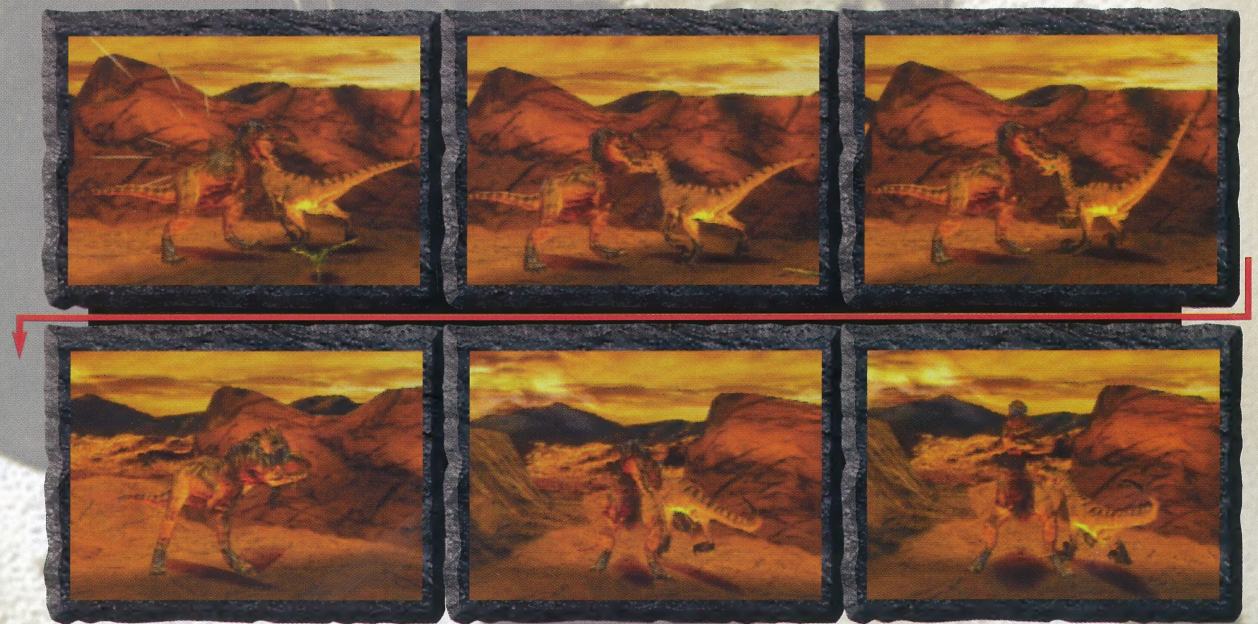
Once your dinosaur has reached the top of its Frenzy Meter, it has a whole new set of abilities. The Frenzy Moves are slightly different than the regular moves. To access them, players can do a couple of different things. Press **R2** repeatedly to build up the meter, or connect with several attacks. Once the meter is full, press **R2**, then hold it and press any one of the standard PlayStation buttons to engage an attack.

The Frenzy moves for all of the dinos in the game are:

R2 +	R2 +
R2 +	R2 +

You can build your Frenzy Meter by doing two things:

1. Hit the "Taunt" button repeatedly (**R2** default). Your meter will grow after your taunt has been performed.



L1
Circle In
(Strafe Right)

L1
Circle Out
(Strafe Left)

R1
Block

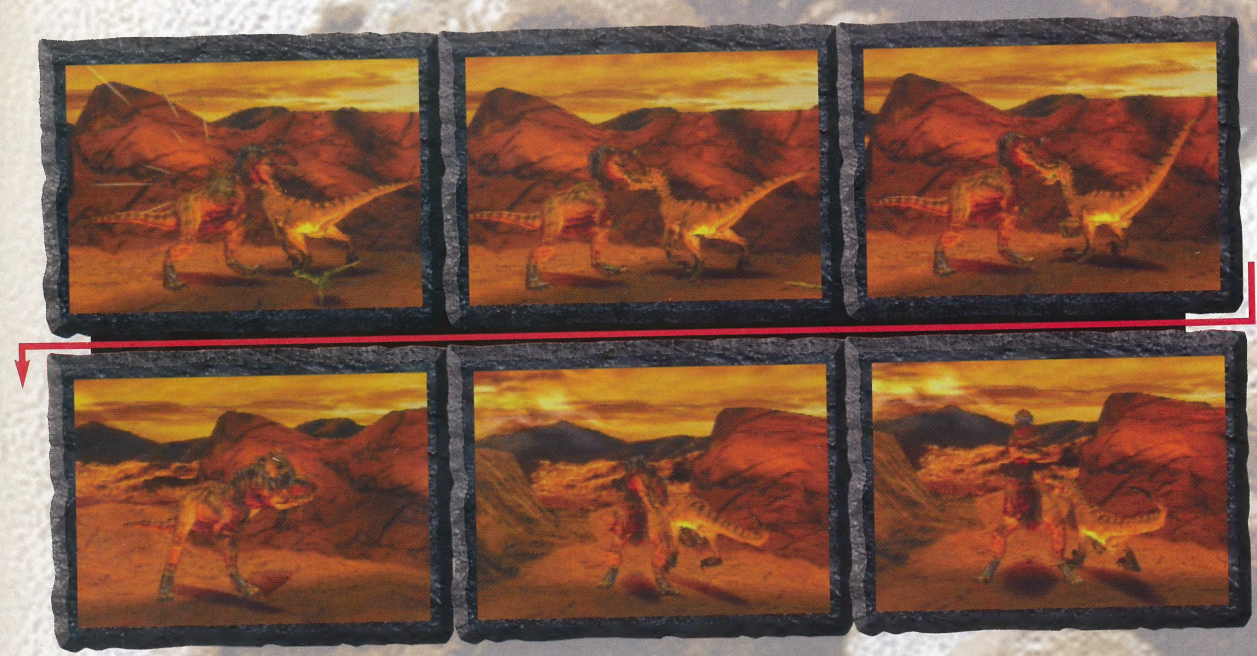
Taunt

Duck

Jump

+
Throws

2. After a succession of successful attacks, the meter will grow a little bit. Make sure your attacks connect. Blocked attacks are excluded.



When the meter is full and the screen flashes red, all normal attacks do extra damage (see frenzy damage for dino ratings). You can also perform your frenzy moves by holding **R2** and pressing any one of the four main buttons.



BASIC, ADVANCED, AND MINI COMBO MOVES

While the Basic moves may help you get a feel for the game, a few special moves and mini combos will help you out immensely before memorizing the longer, more complex seven-hit combos. For instance, each dinosaur has a move that uses that dino's speed, power, and range best. With T-Rex, it's ; with Styraeosaurus, it's .

Pins are an exceptional way to reduce the opponent's health. To engage a character in a Pin, press + when the opponent is down and you are near them. Repeatedly pressing any button at this time will perform the "goring" attacks for more serious damage. While the Basic attacks are quickies, the Advanced moves are usually a little more complex, requiring a closer attack or a special position next to the opponent. The Advanced moves are unique to each dinosaur and are also extremely easy to pull off—they are usually triggered by pushing two buttons simultaneously.

The mini combos are good for a couple of things. First, you don't have to launch a full-blown attack with them, and you can add in your own moves afterward to increase their effectiveness. Second, these also are short, quick successive moves that are good at close combat, and enable you to get in and get out of an encounter without too much damage.



THE DINOSAURS

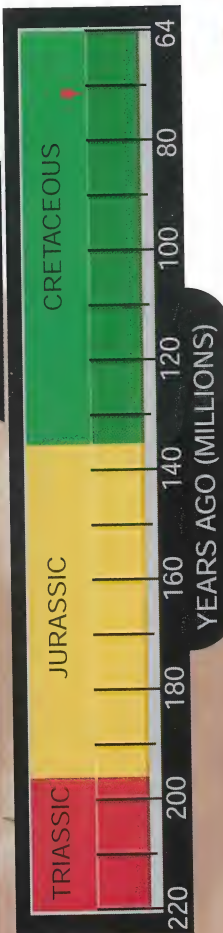
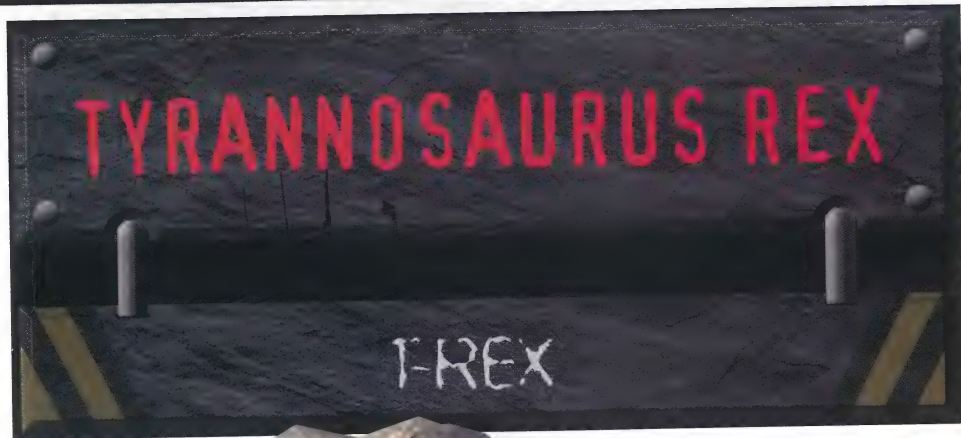
INTRODUCTION

Warpath Jurassic Park, like many fighting games, is about having fun, but also about learning the subtleties and nuances of each character. Playing each one, and better yet, watching their demos, can be extremely helpful in learning who does what best.

The game is filled with speedy characters that require more hits to equal the same damage as one or two attacks from a slower but stronger opponent. You have mid-range dinos, too. However, what's unique about *Warpath* is that the dinos that look slow and less imposing are the ones to watch out for. Although all of the dinos are dangerous, don't discount the smaller ones just because of their size—they're just as ferocious as the big ones. On the other hand, the big flesh eaters (which comprise the bulk of the game) are the average, mid-range characters.

Characters such as Anky and Styro are dangerous in a close encounter. They can drop you and quickly inflict an amazing amount of damage for such slow and seemingly cumbersome creatures. What's more, Patchy and Stygi are deadly, annoying, and fierce up close, and especially with the multi-combos, which are their specialty. One would think that T-Rex is the fiercest of them all. It's true that he's one tough customer, but he's not the head of the class. Spino and Mega Raptor are absolutely ferocious, quick, and deadly from just about anywhere. These two dinos are the most treacherous characters in the game.

The following section covers each dino's basic moves and combos. In addition, there's a handy "Versus" section that details how each dino stacks up against the competition. So find your favorite dino, study the moves, and you'll quickly reign supreme in *Warpath Jurassic Park*!

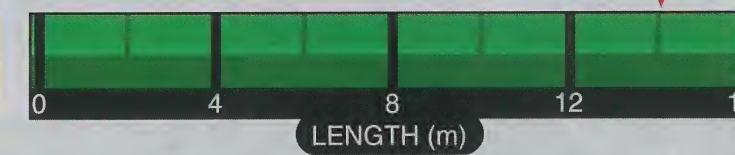
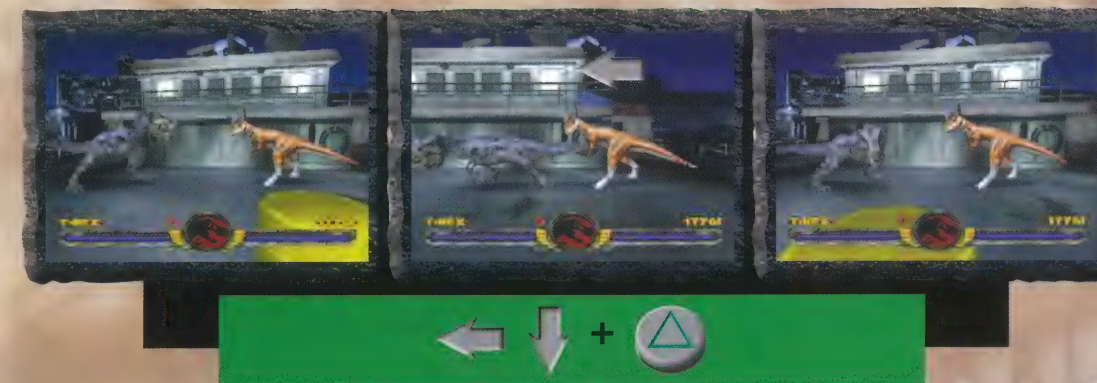


Probably the most famous of all the carnivorous dinosaurs, Tyrannosaurus had a huge skull with powerful jaws lined with 7-inch serrated teeth. Not a slow-moving lizard, this killer was capable of bursts of up to 30 mph. In contrast to its massive legs, Tyrannosaurus had relatively short arms. Although they seem vestigial and useless, they were powerful enough to lift more than 450 pounds. There is strong evidence that T-Rex lived in well organized family groups, perhaps hunting in packs. Tyrannosaurus was found in North America and Asia.



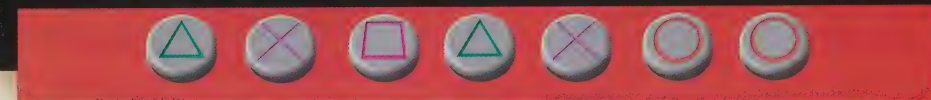
Basic:	
Advanced:	+
Mini Combo:	

SPECIAL MOVES



















COMBOS



T-REX BASICS

T-Rex is the most balanced dino in the game. He is good in every aspect of combat, however, he doesn't exceed in any of them. The T-Rex is a good choice for most any player.

Use Combo A        when your opponent is standing, and use Combo B        when they're on the ground.

VERSUS

Acro





Acro has a longer reach than Rex, so keep your distance. When the opportunity arises, nail him with a high contact move. When he hits the ground, go in for the kill with Combo B



Raptor



Because of Raptor's speed, you should rush him and use a lot of mini combos to wear him down. Also, try using his low contact move  + .

Cryo



Don't let Cryo get too close. Get about half a screen's distance away, and then wait for him to either lunge or perform a jump attack. When he does, sidestep the attack and hit him with a quick attack  or .













Spino



Spino has no range in his attacks. Although T-Rex is a little slower, he has more power and attack range. Constantly keep Spino on the ground with contact and lunge moves.


Giga



Because Giga is slower than T-Rex, it's best to start off with a large combo            . When he gets up, finish him off with a low contact move and low attack.

Alberto



Alberto is faster than T-Rex and has good power. The best way to defeat Alberto is to back up and wait for him to attack, and then counter with a tail attack . Do this to build up your Frenzy, and then go in for the kill.

Carchar



This dino has a little more strength, but isn't as fast as T-Rex. Get him down with either a jump attack or a lunge move, and then hit him with a pin move.





Styrac



Styrac is weak against T-Rex's low contact move  + . Continue to use mini combos to build your Frenzy Meter.













Trike



Trike is susceptible to jump kicks  + . When he hits the ground, nail him with a low attack  + . When he gets back up, repeat the process.






Stygi



Start with a low contact move to bring down Stygi, and then immediately go into Combo B            . This should knock him back down again; if it doesn't, grab Stygi with a low throw.

Pachy



Although Pachy is fast, he lacks range on his attacks. Use T-Rex's longer attack range to your advantage. Take out Pachy using a hip check   +  or  or tail attack .











Anky



This dino has more range than T-Rex, but lacks speed. He is no match for T-Rex's pin attack, so drop him fast with a contact move. He is extremely vulnerable to Rex's Combo A and B.

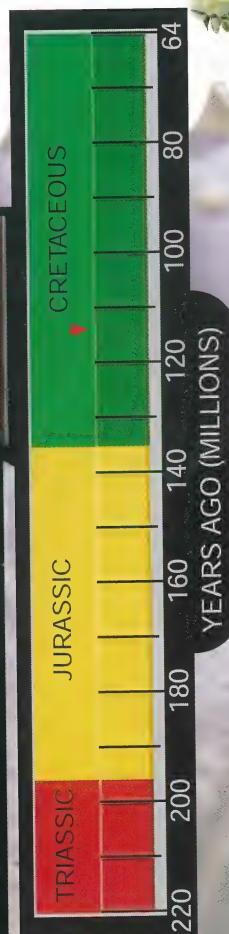
Sucho



Sucho is not a very fast dino. To avoid a serious conflict with his long attacks, start with Combo A          . As soon as he gets back up, smack him again with the same move.

ACROCANTHOSAURUS

ACRO

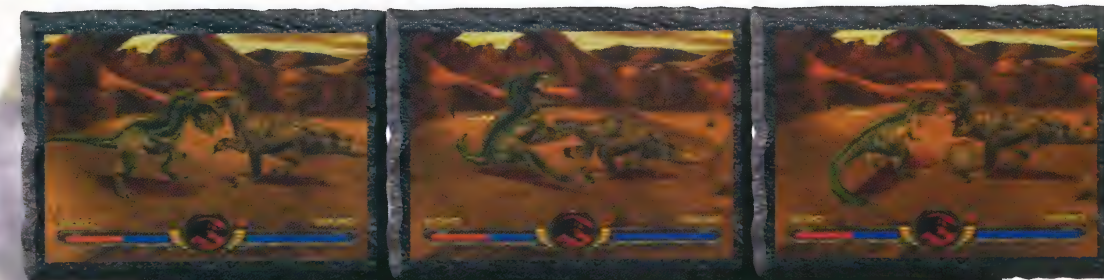


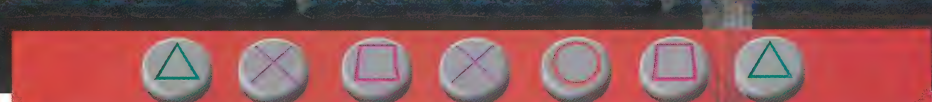
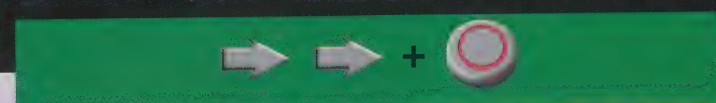
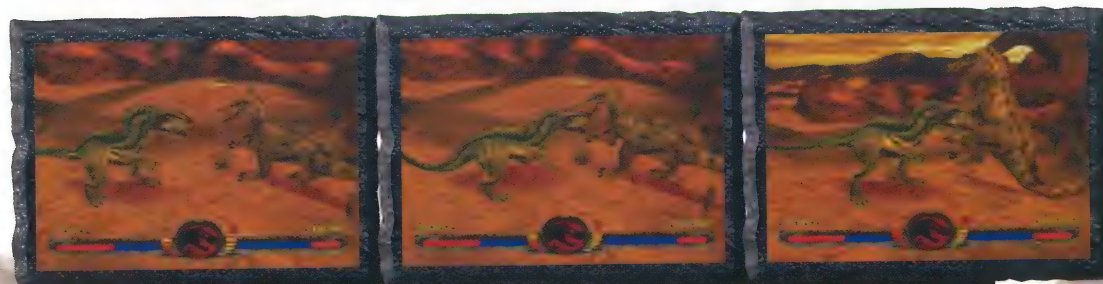
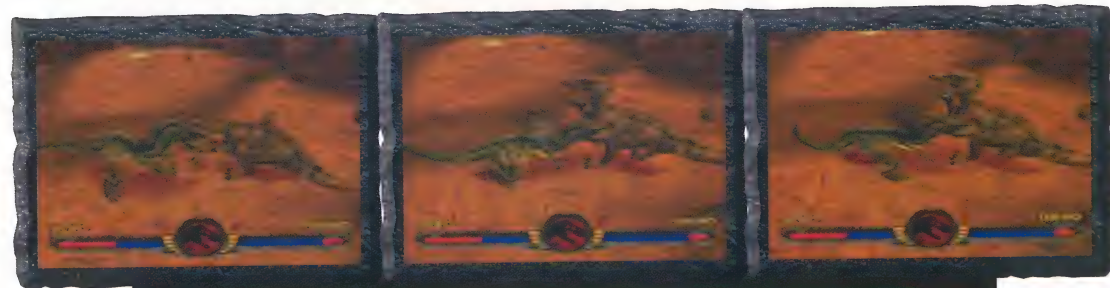
Acrocanthosaurus is one of the few allosaurids known to North America, with fragmentary remains having been found in Texas and Oklahoma. Its back was marked by spines (up to two-feet high in large specimens). Unlike the spines in other dinosaurs, those in Acrocanthosaurus were thickly covered with muscle, and it is unlikely that this ridge was used for cooling. (Compare Spinosaurus.) It is estimated that Acrocanthosaurus could run as fast as 25 mph.



Basic:	
Advanced:	+
Mini Combo:	

SPECIAL MOVES





ACRO BASICS

Acro has very strong attacks, good range, and above average speed. His combos are effective, although not very strong. Acro is a good choice for beginners.

VERSUS



Acro's range gives you a huge throwing advantage. Follow a high throw with a pin move. If your opponent charges in for a lunge attack, use a low throw.



Both of these dinos are quick, and can really hurt you up close. Anticipate attacks, and then counterattack. The attack provides extra reach after a sidestep. If your opponent takes longer to recover, a torso munch + will cause even more damage.



It is important to keep your distance when fighting these dinos. All three can wreak havoc at close range with their kick attacks. Careful use of Acro's range attack is a must in these fights.



Although you have a range advantage, it won't stop your opponents from winging away, and that could result in simultaneous hits. To avoid this, try your attack, which is good at interrupting slower attacks. However, if your opponent is too close, contact moves also work well.



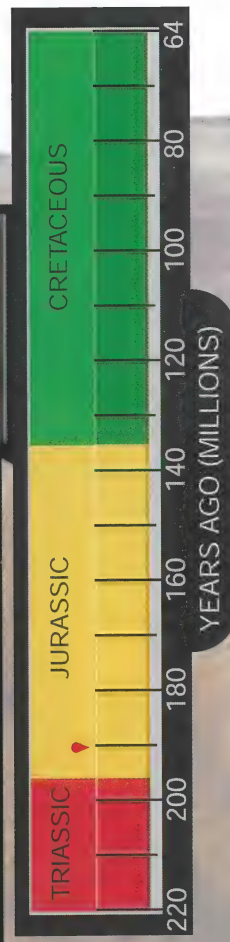
Fighting these dinos at close range is risky, so it's best to maintain good pacing. Fight them back with long-range heavy attacks. If you dodge a lunge attack, hit them with a tail bash + .



This is a tough match-up, because Anky's strong attacks cause him to constantly move forward. Keep an eye on Anky's tail, and be prepared to block.



Sucho matches Acro in the range department, so fighting toe-to-toe isn't the best option. Use your attack to nudge him away, and then go underneath his toothy smile with your low munch. Toss him into the air, and smack him back if he gets too close for comfort.

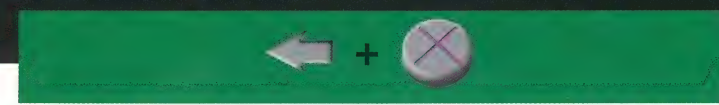
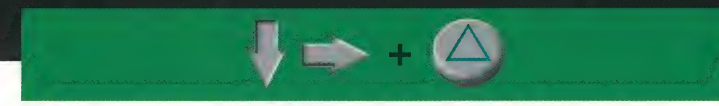
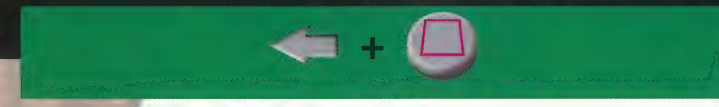


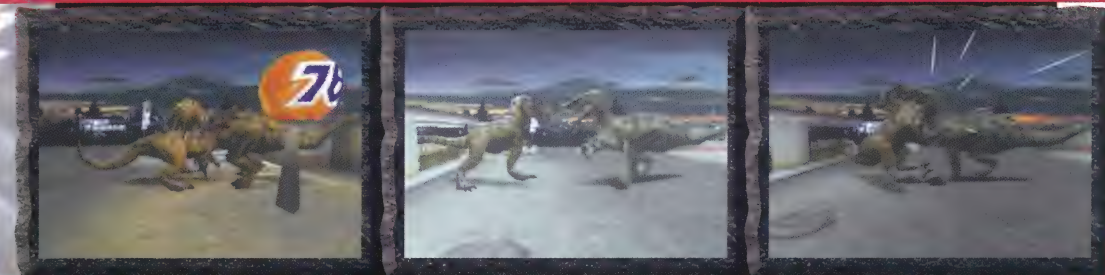
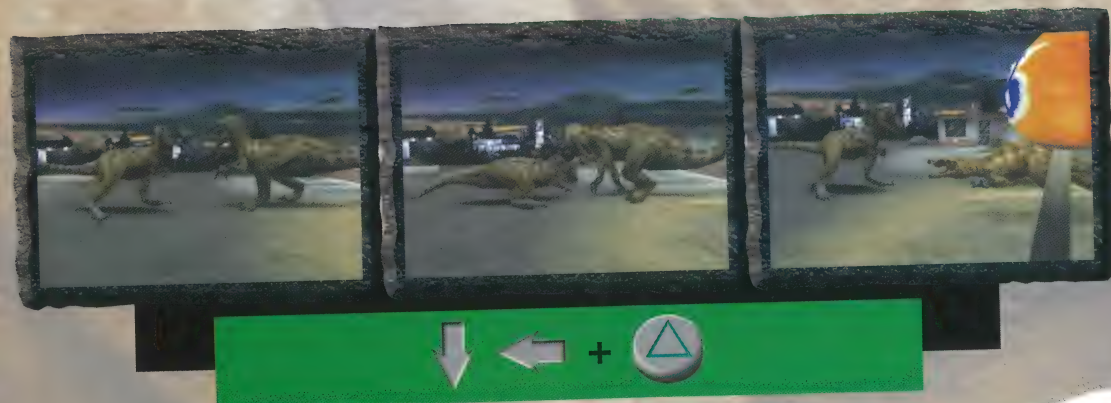
Cryolophosaurus ("frozen crested lizard") was a bipedal meat-eating dinosaur about 20 feet long. It had a horn-like, upward pointing crest above its eyes. It lived in what is now Antarctica during the early Jurassic period, roughly 190 million years ago. Some scientists jokingly refer to it as Elvisaurus, due to its crest's likeness to Elvis Presley's hairdo.



Basic:	
Advanced:	+ +
Mini Combo:	









SPECIAL MOVES





CRYO BASICS

Cryo has good attacks with medium attack speed. Although he's not incredibly quick, he makes up for it with his combos and special attacks. When used correctly, Cryo has the deadliest combo in the game.

Cryo has a general strategy that works against every dino: Get your opponent down by using  +  and then immediately go into his Combo B      . Sidestepping and then attacking with the same combo also works well.

VERSUS





T-Rex



T-Rex is faster than Cryo, so use your contact moves often and keep your distance.

Raptor



This dino has quick moves, but Raptor's also weak. Use your throws ( +  works well) and Special Moves (like  + ) against Raptor to take him out quickly.




Giga



Giga is a strong but slow dino. As soon as he attacks, sidestep and perform a combo.



Acro



This dino has a long reach, so keep your distance. As soon as Acro attacks, sidestep and then move in with a mini combo   . Don't let Acro back you into a corner.

Spino



This dino has stronger attacks than Raptor, but has a lower defense. He is also fast and tends to sidestep often. As soon as he attacks, back up and go for a low contact move  + .





Alberto



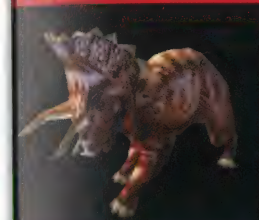
Alberto is slightly weaker than Carchar, but has better speed. He is powerful, so keep your distance and hit him hard when he's on the ground (or after he attacks). Use your contact moves often against Alberto.









Carchar



Carchar is a slow attacker. Sidestep after he attacks, and then let him have it with Combo A    .

Trike



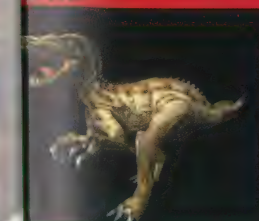
Like Styrac, Trike is a frontal attacker who can't turn around very fast. Get to his side by sidestepping right after he attacks, and then nail him with the    mini combo to build your Frenzy Meter. Use your frenzy attacks to finish the job (hold  +    or .

Pachy



A little slower than Stygi, Pachy has longer attacks. Keep your distance and attack from his side. If Pachy gets frenzied, keep your distance until it's over.








Archo



Archo is slow, but he has strong attacks. Sidestep as much as possible to avoid his attacks. Contacts don't work too well against him, so use Cryo's 7-hit combos and Special Moves often.









Styrac



Styrac is pretty much a frontal attacker. You can defeat him by staying back, and then going in for a contact move ( +  or  +  both work well). Throw in an occasional air toss with the attack  +  .








Stygi



This dino is fast and has good range. Keep your distance, sidestep, and then perform a combo         as soon as he attacks.

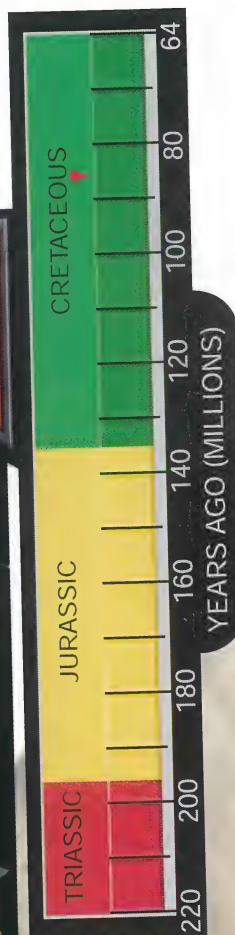
Anky



This dino has a strong defense, but is really slow. Move in quickly and get him down. While he's on his back, perform Combo B       .

MEGA RAPTOR

RAPTOR



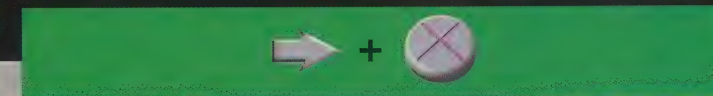
Found in Central Asia, The Mega Raptor was a large member of the Velociraptor family. It was a ferocious predator with the second toe of each foot bearing a formidably large, retractable claw. Like Deinonychus, another smaller but vicious predator, it may have hunted in packs—although Raptor fossils have never been found in groups like Deinonychus.

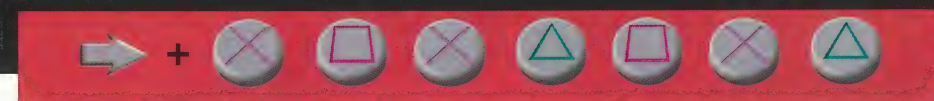
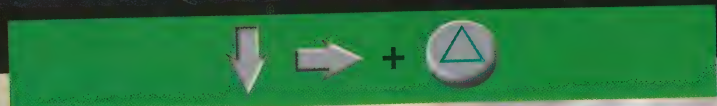
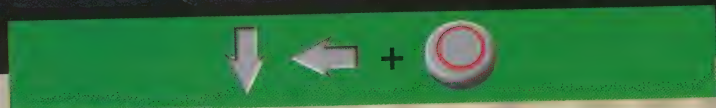


Basic:	
Advanced:	R2 + *
Mini Combo:	

* only works if
Frenzy Meter is full




SPECIAL MOVES








RAPTOR BASICS

The fastest of the dinos, Raptor has good combos and special attacks. On the down side, he has low defense and weak attacks. Raptor is definitely the choice for advanced players.

The button sequence    is an effective manual combo. Make sure you are close to the opponent before performing it. This combo can raise your Frenzy Meter at a rapid rate.

You can also knock your opponent to the ground with a low contact move  + . Immediately jump attack afterward with the  button. As your opponent starts to get back up, do it over again.

VERSUS





Keep your distance while sidestepping to avoid any attacks these dinos might throw at you.





Stay close and use Raptor's contact moves  +  and  +  against Spino.



Keep your distance and use any jump attack. If your opponent gets too close, use a low throw. If your opponent stays outside normal striking range, use  + .



Sidestep around Styrac, but don't let him get too close. Take him down with Raptor's low contact move  + .



Sidestep to avoid Trike's attacks, and then counterattack with a mini combo followed by a contact move.



Stygi may be fast, but he can't match Raptor's speed. Stay close to Stygi, and use your mini combos to make short work of him.





Pachy is somewhat weak against Raptor's contact moves, so use them to your advantage in this fight.



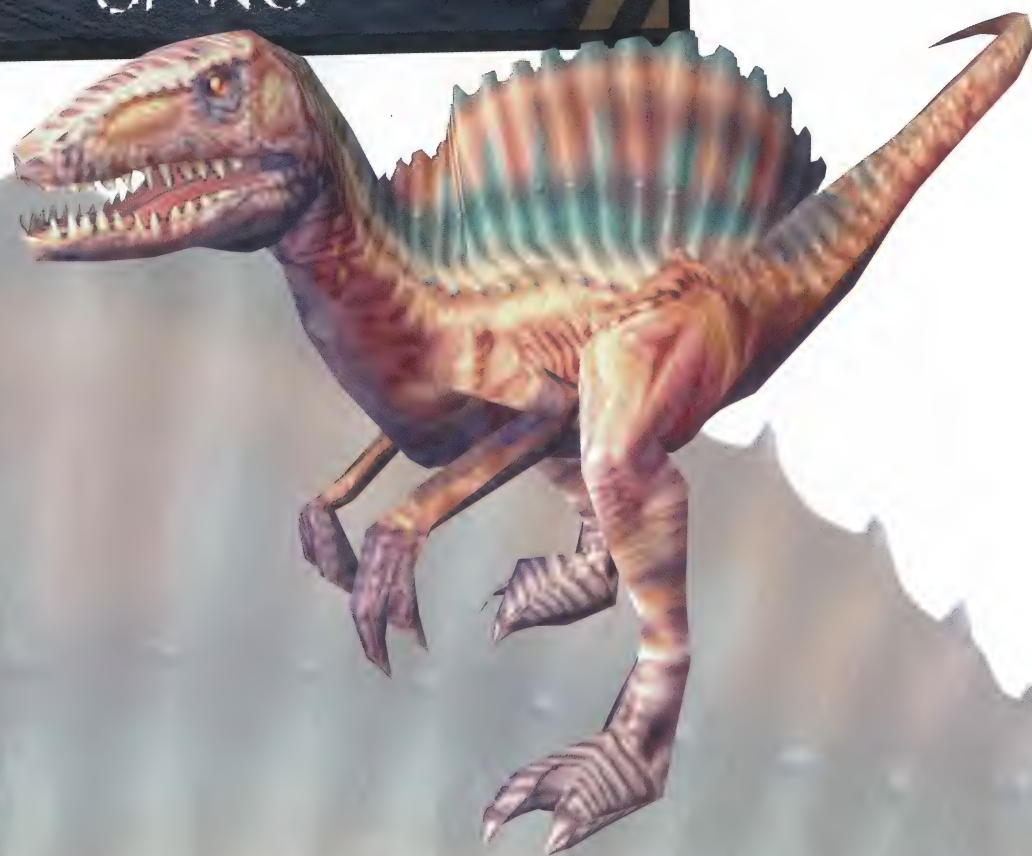
This dino is very slow, although he has a good attack range. If you stay close and attack with multiple mini combos, this will be an easy fight. Don't try to back up too much.



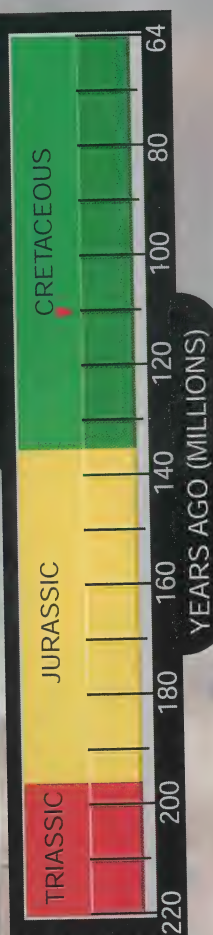
Stay in close and use basic attacks to throw Sucho off-guard. Attack with a contact move to bring him to the ground. If he starts to back up, try Raptor's headbutt  + .

SPINOSAURUS

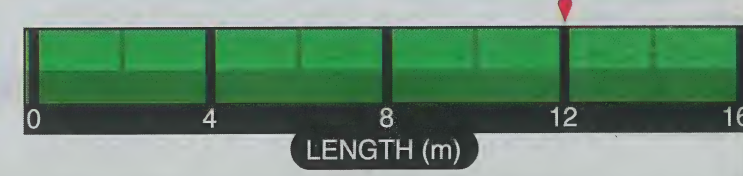
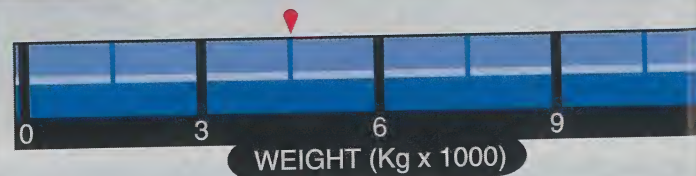
SPINO



42



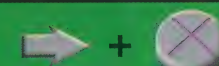
Spinosaurus ("thorn lizard") was a theropod dinosaur that lived in the Cretaceous Era. It was about 50 feet long and its fossils have been found in both northern Africa and southern Asia. Spinosaurus had a large sail-fin on its back, perhaps to catch the warmth of sunlight, to frighten enemies, or to attract a mate. Spinosaurus weighed more than four tons.



Basic:	
Advanced:	+ *
Mini Combo:	

* only works if opponent is down

SPECIAL MOVES

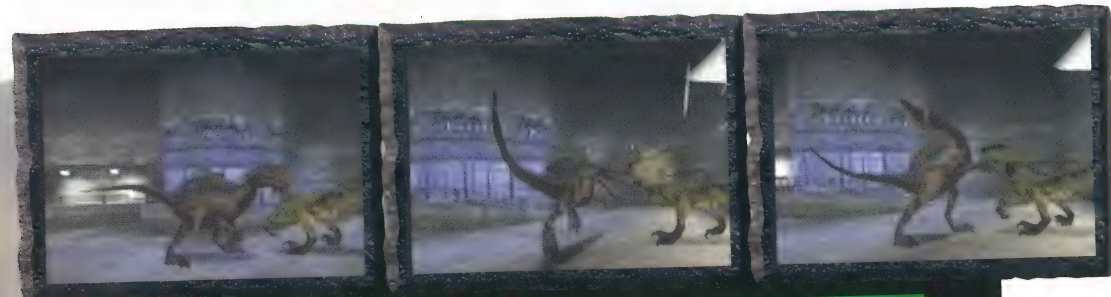


DINOSAURS

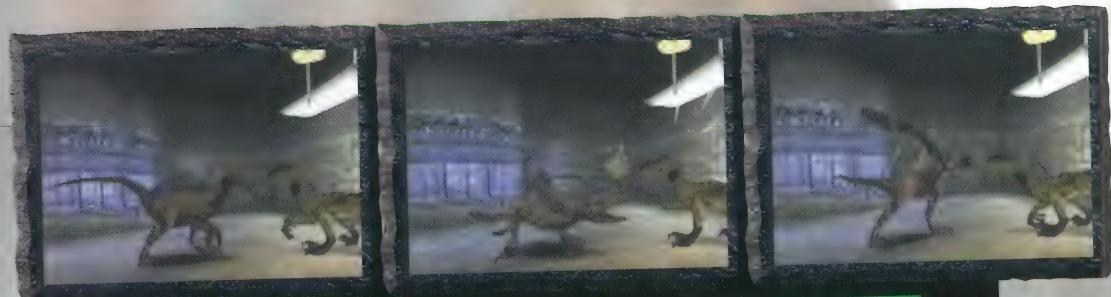
43



→ + ○



← + △

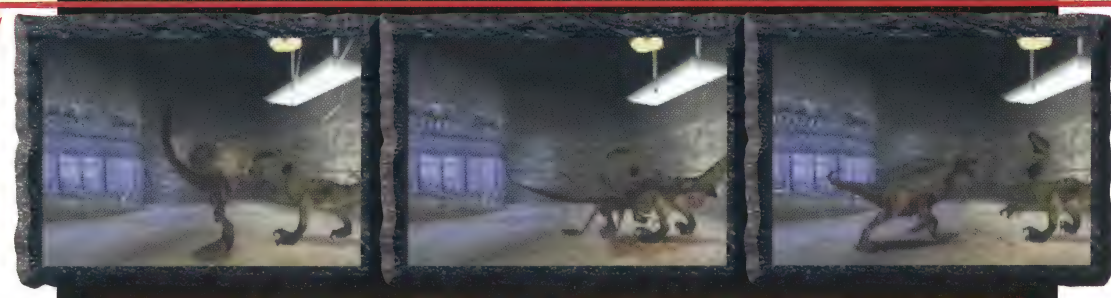
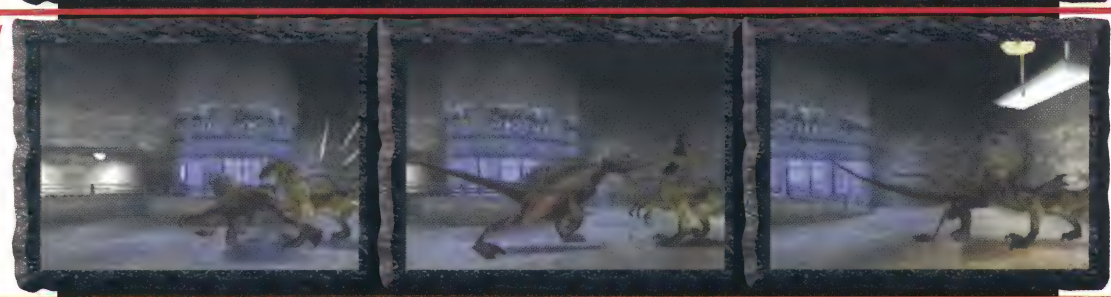


↓ → + ○

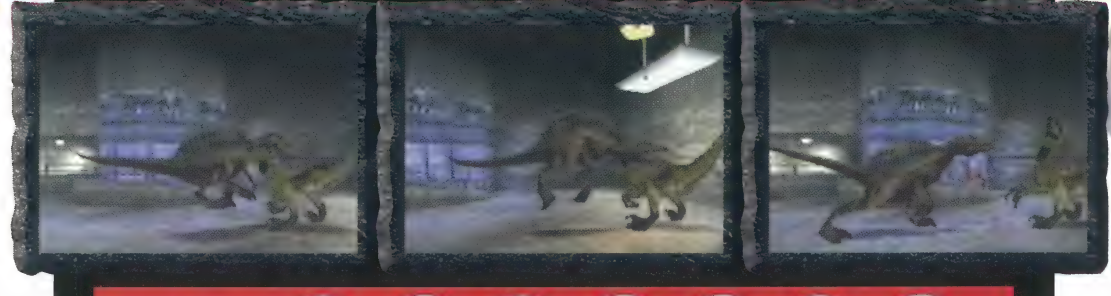
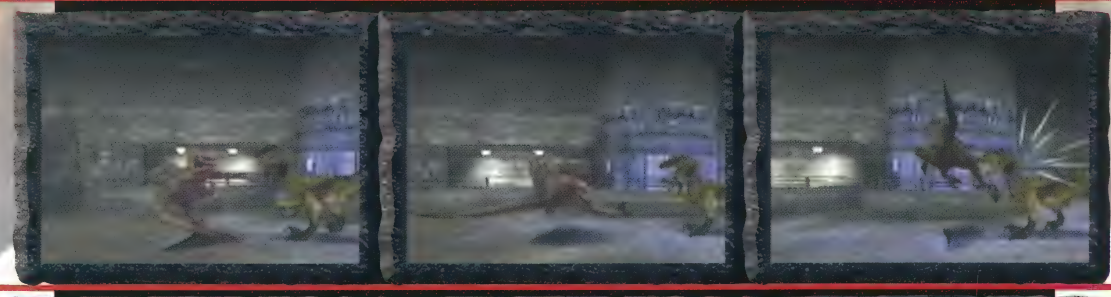


↓ → + △

COMBOS



→ + ⊗, ⊠, ⊗, ○, △, ⊠, ○



→ + ⊗, ⊠, △, ⊠, ⊗, △

SPINO BASICS

Spino is extremely fast; no dino is quicker on the draw. Rush into a frenzy by pummeling your opponent with quick slashes. Frenzy greatly increases damage on otherwise virtually harmless basic attacks.

VERSUS

T-Rex



Acro



Cryo



In these fights, it's best to fight up close, because their long-range attacks are slow enough to block. Make sure you knock these guys down. Their large size provides a big target for your pin move, and Spino's low bite is quick enough to munch a downed opponent twice.

Raptor



Spino



More often than not, these dinos are attacking. Leap at them with a jump kick, and then mix in a high throw or quick bite.

Giga



Alberto



Carchar



Keep these fights at close range. When the opponent attacks with his jaws, use your $\Delta + \bigcirc$ throw to grab his lead foot. You can also counter many attacks with a quick foot slash.

Stryac



Trike



Utilizing more powerful attacks will pound through these dinos' heavy armor. Step back from their horns, and use Spino's leaping slash $\downarrow \rightarrow + \Delta$ to knock them down, and then unleash a low slash $\rightarrow + \bigcirc$ while they're down.

Strygi



Pachy



Both dinos are dangerous at close range, so position yourself just out of their reach. While they recover from a missed attack, slash forward with the Δ button, and then slash twice more with \square .

Anky



Anky's range is far better than Spino's, so stay close and fight defensively. Block his tail attacks, and then counter with a throw while he recovers.

Sucho

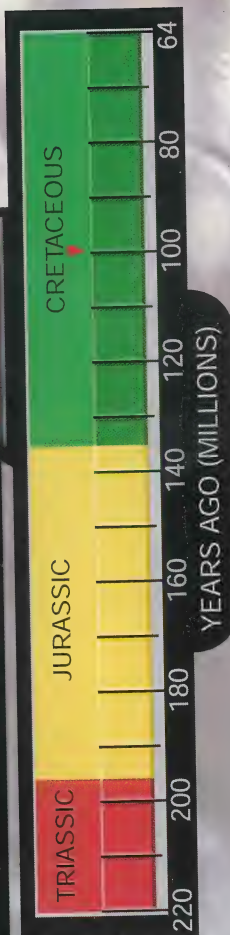


When fighting at close range, use Spino's high throw and many of Sucho's attacks will miss. Sucho has a reach advantage, so sidestep him while he stretches out, and then rip his flank with a high slash $\leftarrow + \Delta$.

GIGANOTOSAURUS

GIGA

48



Giganotosaurus lived in the early Cretaceous. At 42 feet long and weighing nine tons—half as much as the more famous Tyrannosaurus Rex—Giganotosaurus was the largest carnivore that ever lived. Giganotosaurus and T-rex were not closely related. While the Tyrannosaur's teeth were suited for biting right through flesh and bone, those of Giganotosaurus were shorter and narrower for slicing flesh.



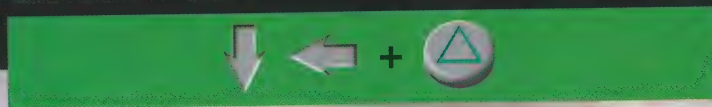
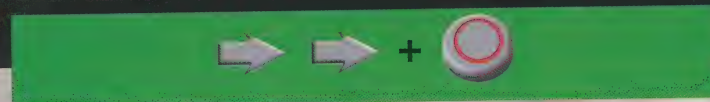
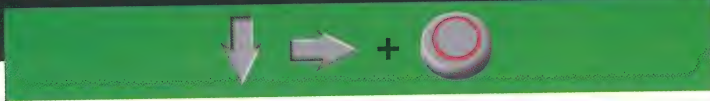
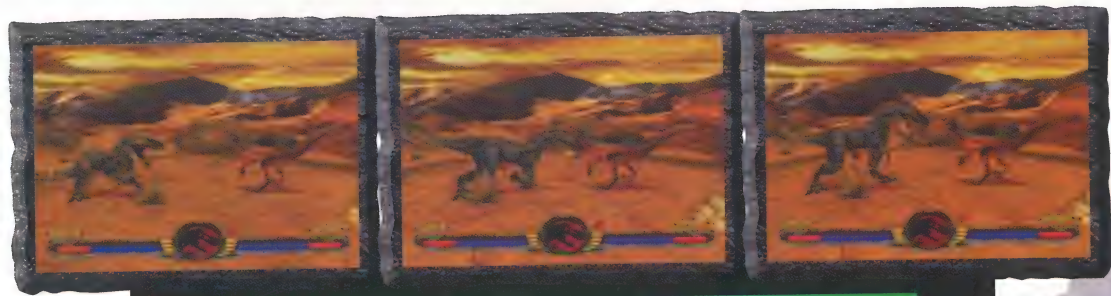
Basic:	
Advanced:	+
Mini Combo:	

SPECIAL MOVES



DINOSAURS

49

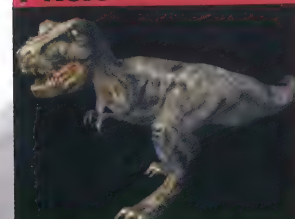


GIGA BASICS

Although Giga is slow, he is one of the strongest dinos in the game. His extra range makes his attacks even more powerful. Giga is a good dino for novice players.

VERSUS

T-Rex



Use combos often against T-Rex. Sidestep and then perform a large combo. Giga's range and power is better than T-Rex's, however, Giga is slower. Use Giga's air toss and attack to push back T-Rex.

Cryo



Keep in close and use Giga's basic attacks. When Cryo starts to sidestep, back up and then go in close and use a mini combo $\rightarrow + \Delta + \bigcirc$.

Spino



Use Giga's high contact move $\times + \square$ to get Spino on the ground, and then immediately follow with Combo B $\Delta \square \Delta \Delta \times \times \Delta$. Spino is fast, but he also has the weakest defense.

Acro



You can bring down Acro with a contact move. While on the ground, pound him with a combo $\Delta \square \Delta \times \bigcirc \Delta \bigcirc$. Acro has good reach, so stay back. If things get tight, use Giga's low contact move $\Delta + \bigcirc$.

Raptor



Raptor is the fastest dino in the game. You can counter his speed by using contact moves $\times + \square$ or $\Delta + \bigcirc$.

Alberto



Use Giga's Δ or \bigcirc attacks to keep Alberto back while you build your Frenzy Meter.

Carchar



Stay back and use Giga's high jaw swing $\downarrow + \bigcirc$. This move also works well when Carchar tries to jump toward you.

Trike



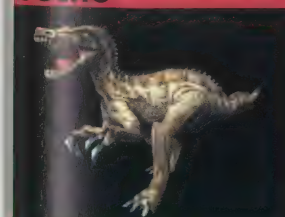
Trike is a straightforward attacker, so sidestep and constantly attack with a low bite $\downarrow + \times$ or \square . Trike is rather weak against it.

Pachy



This dino is really fast, so it's best to sidestep and then attack with a 2- or 3-hit combo.

Sucho



Sucho tends to sidestep often, plus he's a little quicker than Giga. You must sidestep, and then perform a contact move to bring him to the ground. Follow up with a lunge attack or a pin move $\times + \bigcirc$.

Styrac



High throws $\times + \square$ work well against this Styrac. However, this dino is deadly up close, so be careful. To avoid damage, use your basic attacks after sidestepping.

Stygi

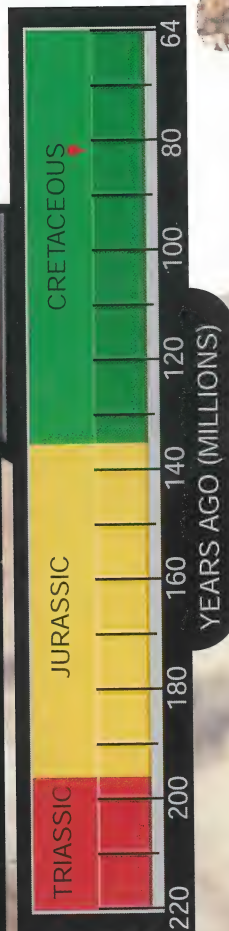


This dino is a bit faster and stronger than Pachy. It's best to throw Stygi around $\times + \square$ and lunge into him $\rightarrow + \times$ or \square .

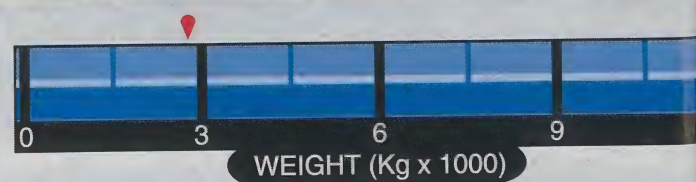
Anky



Anky has a lot of defense and strong attacks. Keep him on the ground using contact moves, and finish him off with a large combo $\Delta \square \Delta \Delta \times \times \Delta$.



Albertosaurus stalked its prey early in the Cretaceous period, eight million years before its later cousin Tyrannosaurus. This carnivore had a huge head with long, sharp, saw-toothed teeth and two-fingered hands on arms that were longer than Tyrannosaurus' stubby forelimbs. With its sleek build and long hind limbs, it was one of the fastest runners among the tyrannosaurids.

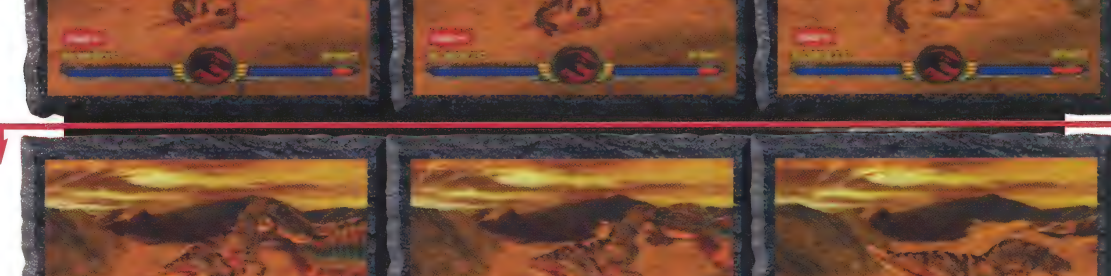


Basic:	
Advanced:	R2 + *
Mini Combo:	

* only works if Frenzy Meter is full

SPECIAL MOVES



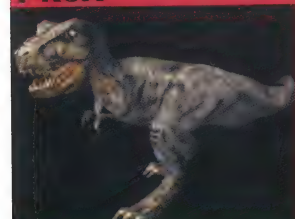


ALBERTO BASICS

Much like Giga and Carchar, Alberto shares their basic techniques. However, he's a bit faster, has a shorter reach, and stronger attacks. Alberto is a good choice for the Intermediate player.

VERSUS

T-Rex



T-Rex is a lot like Alberto. To make short work of T-Rex, use a lot of contact moves with the occasional mini combo added in for flavor.

Cryo



Cryo's Special Moves and large combos are his strengths. Sidestep to avoid his slow attacks, and then nail him with a lunge attack to bring him to the floor. Follow up with a mini combo or basic attack.

Spino



This dino is fast and likes to sidestep often. Use Alberto's contact moves and, if you get the chance, use a mini combo.

Acro



Acro is stronger than Alberto, however, he is a little slower. Use Alberto's low contact move often while sidestepping to avoid most attacks. When the opportunity arises, use your large combos.

Raptor



Raptor may be faster than Alberto, however, he's not as strong. Alberto has a longer reach, so use basic attacks and mini combos on Raptor. The air toss attack works well against Raptor.

Giga



Giga is similar to Alberto, only stronger and slightly slower. Avoid using large combos on Giga, because he will escape them and counterattack. Instead, use contact moves and then lunge attacks when he's on the ground. Back off after knocking him down.

Carchar



This dino is a little slower and weaker than Alberto, so use his high contact move $\square + \times$. When Carchar hits the ground, perform one or two shots of $\downarrow + \times$. It's also a good idea to use an air toss attack.

Trike



Sidestep often but keep your distance from him. When Trike attacks, sidestep and go in for a basic move or a quick mini combo.

Pachy



It's best to use contact moves against Pachy, because he has a hard time defending against them. The same is true of the lunge attacks.

Anky



Anky is slower and not much stronger than Alberto. Get him on the ground with a contact move or jump attack, and then move in with a large combo $\triangle \square \triangle \times \square \triangle \times$ or $\triangle \square \triangle \triangle \times \triangle$.

Styrac



Styrac is a strong dino with good defense. Keep back and sidestep often. Use Alberto's mini combos after he attacks. Building your Frenzy Meter is the key to defeating Styrac in Hard mode.

Stygi



This dino is fast and strong. Keep your distance and when he attacks, go in for a mini combo or a contact move. Keep sidestepping to avoid Stygi's attacks. He uses the air toss attack often, so watch for it and sidestep it.

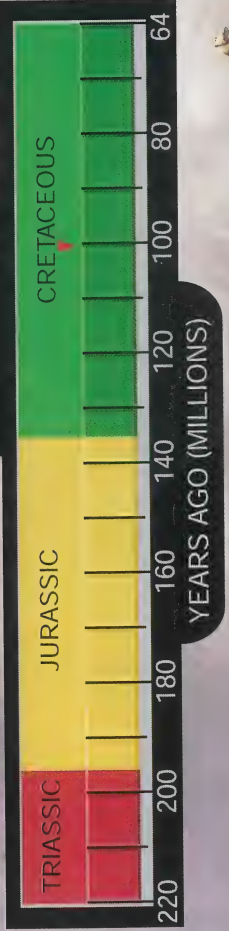
Sucho



This beast is big, slow, and strong. Move in on Sucho using mini combos and large combos when given the chance. Do not allow him to go into rage against you. If Sucho's Frenzy Meter is almost full, back off and sidestep until it dies down again.

CARCHARODONTOSAURUS

CARCHAR



Judging by a recently found five-foot, four-inch skull fossil, Carcharodontosaurus is clearly a worthy rival in size to the fearsome Tyrannosaurus rex. It had elongated spines on its neck vertebrae to accommodate the strong muscles that held up an enormous head with shark-like fangs. Lucky for T-Rex, it roamed what is now North Africa. Fragmentary remains were first discovered in the early 1900s in Morocco



Basic:	
Advanced:	R2 + *
Mini Combo:	

* only works if Frenzy Meter is full

SPECIAL MOVES



CARCHAR BASICS

Follow up a high throw $\otimes + \square$ with Carchar's crouch attack; which has good range. His pin attack also has a long reach, so an air toss attack is the ideal setup move. Carchar's Special Moves combine good range with excellent power.

VERSUS



Stay just out of range, and then jab with Carchar's bites. High throw $\otimes + \square$ works well against tall opponents, such as this trio. Use this move to counter powerful bite attacks.



Keep away from this duo, and use Carchar's range to your advantage. Powerful special attacks like the low jaw slash $\rightarrow + \otimes$ are especially effective against their weak armor. Bat them away with the low throw $\triangle + \bigcirc$ when they get in too close.



This trio lacks speed on their attacks, so don't hesitate to stand your ground. The low throw $\triangle + \bigcirc$ can thwart an air toss, plus it also serves as a good counterattack after blocking. If you move further back, unleash a lunge attack or use kicks to move back toward your opponent.



If these opponents slip in too close, toss them back out using Carchar's $\triangle + \bigcirc$ throw. Stay just out of reach, and poke away with basic kicks. Bites and jaw slashes can leave Carchar's long neck exposed for a throw.



Use Carchar's foot shove $\rightarrow + \triangle$ to put the hurt on this duo, and then push them back with a low bite. Use a throw roughly any time: $\triangle + \bigcirc$ works best at close range, $\square + \otimes$ when they're further back.



It's best to fight Anky from long distance. Counter a missed lunge move with a sidestep and heavy kick. If the kick lines up, string it into a combo. Use your high throw to catch Anky's shell horn charge in midair.



Sucho has slight range and attack speed advantages, but Carchar's low bite has greater reach. The high throw $\square + \otimes$ also works well against Sucho when he moves in close. Poke him with heavy kicks, and then attack with Carchar's lunge move or a combo.

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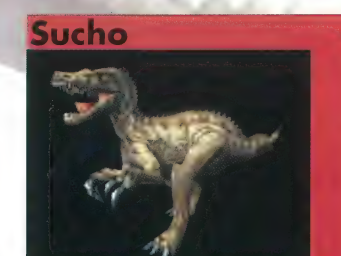
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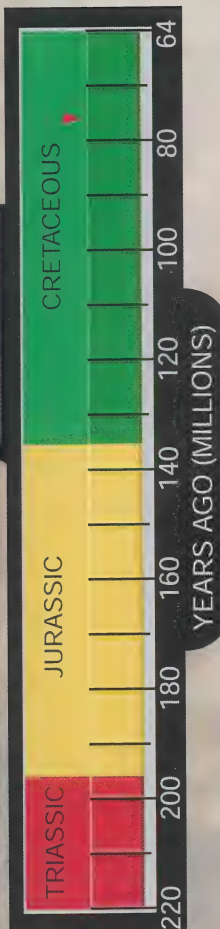
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STYRACOSAURUS

STYRAC

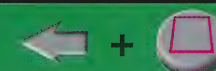


This herbivore belonged to the Staurikosauridae family. Living in both North and South America during the middle to late Triassic, this six-and-a-half-foot dinosaur was probably as heavy as a human adult. It had large, sharp teeth and it may have been the very first dinosaur to be able to attack bigger animals. Styracosaurus' head was frilled with six long spikes along its rim. Its snout was shaped like a parrot's beak, with a horn that was nearly two-and-a-half feet long.

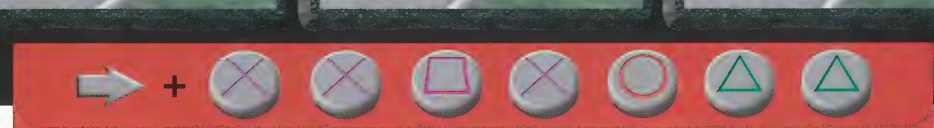
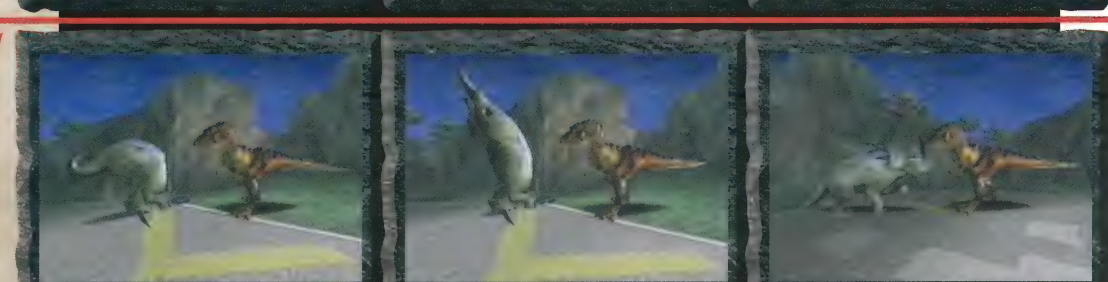
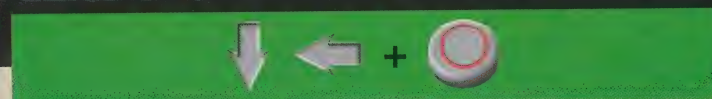
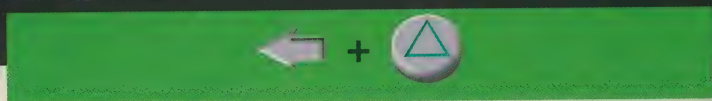


Basic:	
Advanced:	+
Mini Combo:	



SPECIAL MOVES



DINOSAURS



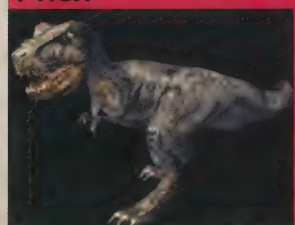
STYRAC BASICS






Styrac's basic attacks are stronger than his combos, so use them more often. Also, you can effectively use his  or  jump attack against any dino. Most of Styrac's moves utilize his horn, which should enable you to skewer a few Edibles along the way.

Styrac is a bit on the slow side, but his attack range is fairly good. Styrac is a good choice for the Intermediate player.

VERSUS















T-Rex



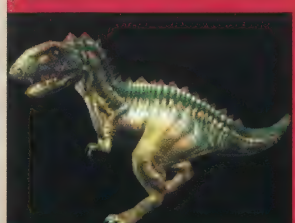
Use the  or  jump attack T-Rex and knock him down. While he's on the ground, lunge attack   +  and then back off.


Cryo



Cryo is not as strong as Styrac, but he is quicker. Play conservatively and watch for his attacks, and then go in for some basic mini combos    , or even  +  . When Cryo is on the ground, attack with a lunge attack (  +  or ) or a jump attack ( +  or .





Acro



Acro is quicker than Styrac and has better attack range. Use Styrac's strong hook  to make short work of Acro. Build up Styrac's Frenzy Meter as soon as possible for an easier fight.




Raptor



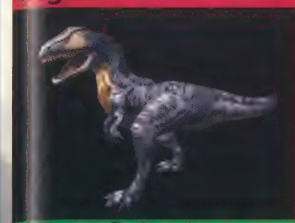
Against Raptor, stay in close and perform Styrac's  +  contact move and his   mini combo.







Spino



Stay back and stab at Spino with Styrac's horn jab . If he gets too close, drop him with a low contact move  + .










Giga



One of the best ways to defeat Giga is to use Styrac's lunge attack   +  or . If this fails, use his high throw on his outstretched neck  + .





Carchar



Carchar has a slower attack speed than Styrac, so immediately move in on him with basic attacks  or  and mini combos     or   .









Stygi



Use a jump attack  +  against Stygi. When he hits the ground, hit him with Styrac's   mini combo.




Anky



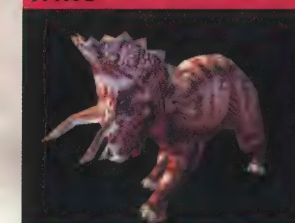
Anky's basic attacks and high defense makes him one of the tougher dinos. Keep your distance and attack with mini combos. Because Anky is slow, you may want to unleash a large combo  + ,      .

Alberto



Keep your distance, and work around Alberto until you get an opening where you can use a distance attack   + .



Trike



This beast is identical to Styrac, except that he has a shorter attack range. Play it safe, keep a small gap between the two dinos, and use your basic attacks.



Pachy



Stay in close when fighting Pachy and perform a low throw  . Use Styrac's lunge attack to keep him on the ground.

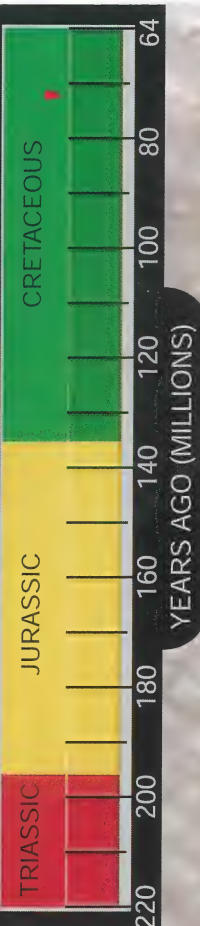
Sucho



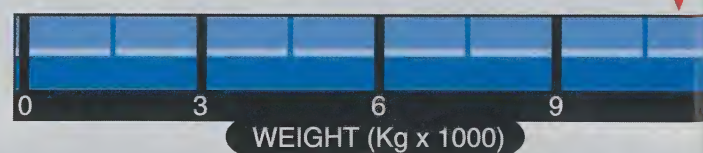
This dino is strong and has good attack range. Stay in close, and use basic moves and throws. If Sucho tries to jump attack, nail him with the horn jab  or the jumping ram .

TRICEROTOPS

TRIKE

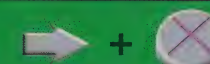


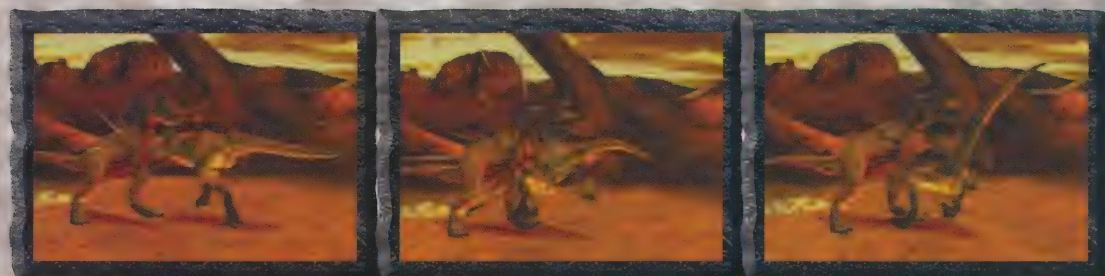
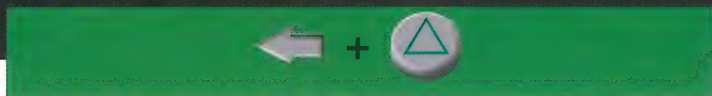
Triceratops was the largest, heaviest, most common, and best-known ceratopsian. Fossil remains have been found throughout the Rocky Mountain regions of the United States and Canada. Variations found between ceratopsian horns are similar to those found in modern horned animals such as cows. Its massive head had a deep, narrow, parrot-like beak with brow horns three feet long, and its frill spanned widths of up to seven feet.



Basic:	
Advanced:	+
Mini Combo:	

SPECIAL MOVES





TRIKE BASICS

Practice your Special Moves and combos, because Trike can really unleash the damage. Just about any of Trike's attacks cause big damage, so swing wildly when your opponent approaches. If your opponent is just out of reach, use $\Rightarrow \Rightarrow + \triangle$ for extra range.

Also, Trike can quickly connect with a pin move. Try following up a throw with a pin move for a little extra damage.

VERSUS



Using 2-hit combos is the best option. $\square \square$ and $\bigcirc \times$ seem to work the best. Stick these beasts with a high throw when they try to bite you. Or, if you want to cause even more damage, counter a blocked attack with your hammerhead move $\leftarrow + \triangle$.



Remain just out of range, and follow any missed attacks with a heavy horn slash.



Avoid getting too close in this fight, or you'll become victim to their low throw. If you get sucked in, counter any bites with Trike's low throw. You can also use a 2-hit head toss $\leftarrow + \square$, which works well against kicks.



To win these match-ups, you must draw from your long-range arsenal. Your basic \square and \bigcirc attacks will prove useful up close, while the powerful nose-nose-dive $\downarrow \leftarrow + \bigcirc$ is invaluable from further outside. While on the defensive, you should counter blocked attacks with an air toss.



Stygi uses his head when he strikes, so use $\times + \square$ to catch him during an attack. In the long run, Trike's armor makes any double-hits worthwhile. If Stygi's attacks get out of hand, sidestep to your right and grab his lead leg with a low throw.



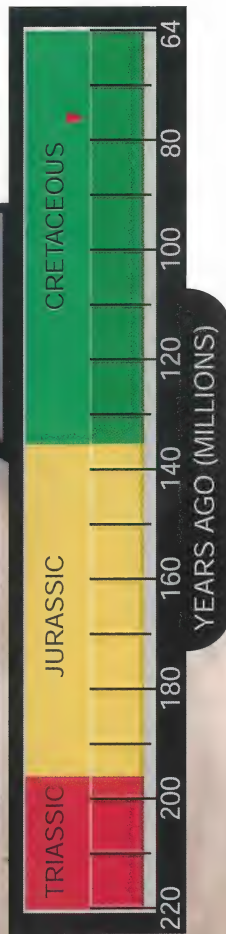
You must block a lot against the armored Anky. As a counterattack, move in with a \square attack, and then use your high throw if he blocks.



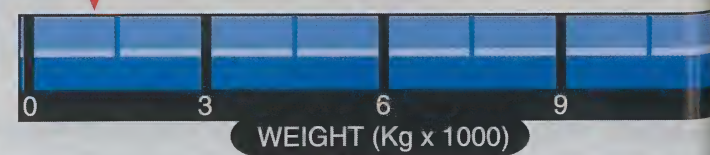
Pachy can string attacks together quickly, so be prepared to block. You should attack when you're out of his reach. This will prevent him from dodging your heavy attacks.



Start the fight by prodding Sucho with your \bigcirc attack. Sucho's neck hangs out, so you can burrow underneath him with a double shove $\Rightarrow + \times$, or use your high throw to counter a bite attack.

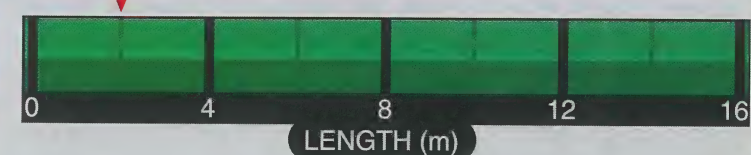
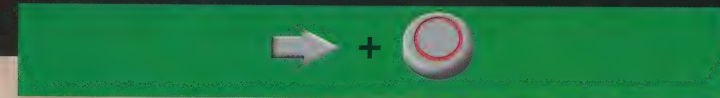


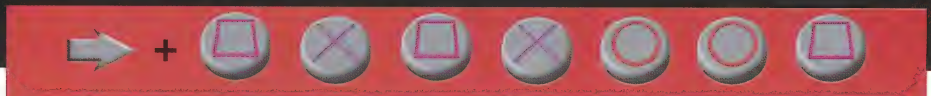
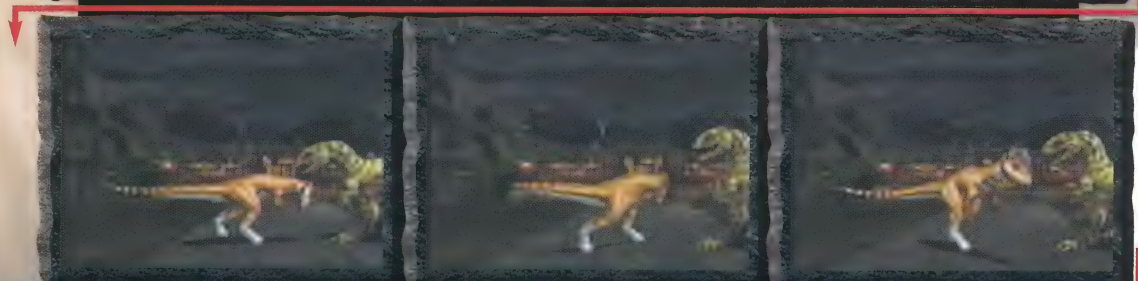
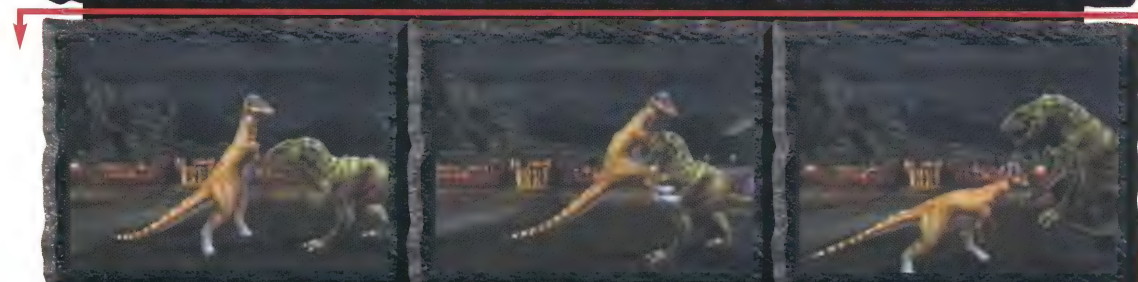
This late Cretaceous relative of Styracosaurus had an unusual skull rimmed with three (sometimes four) massive spikes, the largest of which was about four inches long. This herbivore may have used its horns in butting heads with herd rivals, like present-day Bighorn sheep.



Basic:	
Advanced:	+
Mini Combo:	

SPECIAL MOVES





STYGI BASICS

Stygi's lunge attacks are fast, so use them when fighting at long range. Pin moves also connect quickly, so use them whenever possible.

Most of Stygi's attacks are with his head, so there's a lot of edible-stealing potential. Also, working into a frenzy won't take long, because his taunt is quick. Hop back twice in a row for a quick getaway from rangy opponents.

VERSUS



In these match-ups, you must keep your distance. If your opponent stays put, hit him with a lunge attack. If he starts to close in, a well-timed tail smack $\rightarrow + \Delta$ will do the job. Keep your eye on Acro; the range on his throws may surprise you.



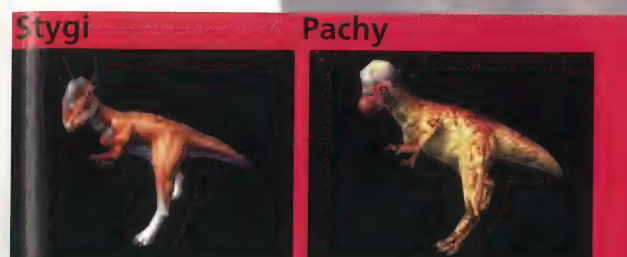
Take advantage of Stygi's range. When your opponent moves in close, pepper him with heavy or special attacks to keep them away.



Giga and Alberto's basic damage is high, so block first and then chip away with quick attacks. Carchar's combo and special attack damage levels are second to none, so play him offensively. Hit him often with jabs and 1-2 combos.



Both dinos are slow, but their jump attack range may surprise you. Stay back, and then meet them head on with a battering ram $\rightarrow + \bigcirc$. Your low throw $\Delta + \bigcirc$ also works well, but beware—plunging your head into an attack will result in a double hit.



Begin with lunge attacks, and keep plenty of room between you and your opponent. When your opponent lunges, move forward as he attacks. Use Stygi's head flick $\rightarrow + \otimes$ after a missed lunge, or a jump attack if he edges forward. Make sure you pin him when the opportunity arises.



Avoid Anky's basic tail attacks by sidestepping. Anky has strong armor, so use heavier attacks when you see an opening.



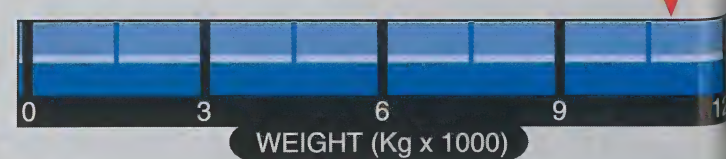
Sucho has good range, so watch for his low throw. You need to stick to your heavy attacks, because the quicker ones often get countered. When Sucho starts chomping, give him a horn in the chest.

PACHYCEPHALOSAURUS

PACHY



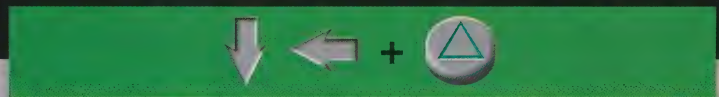
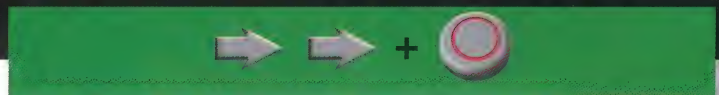
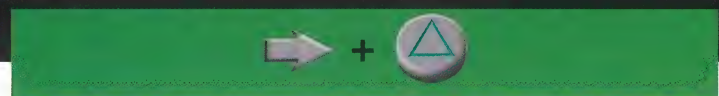
Pachycephalosaurus, first discovered in Montana, had a narrow face with leaf-shaped teeth like other ornithomimids—two-legged plant eaters with five-fingered hands, three-toed feet, and a long, heavy tail. Largest and last of the “bone-head” family, its skull had wart-like knobs and five-inch spikes which fringed the ten-inch thick dome.



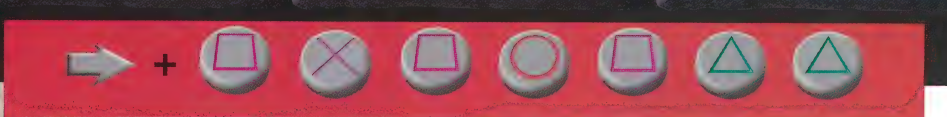
Basic:	
Advanced:	+
Mini Combo:	

SPECIAL MOVES





COMBOS

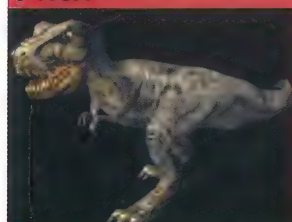


PACHY BASICS

Pachy has good combos, a fast recovery, good movement, and nice range. Intermediate players will play well as this dynamic dino.

VERSUS

T-Rex



Jump attacks against T-Rex work best with a quick basic attack. Follow up with a contact move just as he gets up.

Cryo



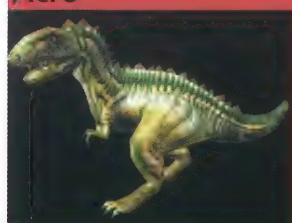
Don't stay in front of Cryo, and avoid his combos and special moves as much as possible. Use the old sidestep attack routine while throwing a few contact moves + or + his way.

Spino



Because Spino is a bit stronger than Raptor, this fight may pose a bit of a problem. It's best to stay away from Spino and use a stun move + or + followed by a mini combo .

Acro



Attack Acro with a jump kick, and then immediately go into a large combo + .

Raptor



Raptor is very fast, so try to stun him. After doing so, unleash a large combo + .

Giga



Keep your distance when fighting Giga. Use jump attacks + any attack button) and contact moves + or + .

Alberto



Sidestep and then perform a mini combo followed by a contact move to take out Alberto. To avoid his attacks, make sure you sidestep.

Styrac



This dino has really good range. Jump attack often, and then go into a mini combo to finish off Styrac.

Stygi



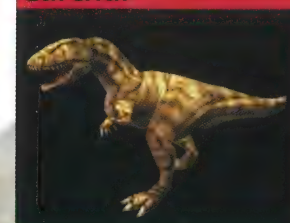
Against Stygi, it's best to build your Frenzy Meter. Try to fill the meter quickly by using as many mini combos as possible. Also, don't forget Pachy's special moves!

Sucho



Sucho is slower than Pachy, so stay on him and attack with Pachy's tail swing and headbutt . Keep sidestepping to stay to his side.

Carchar



Keep moving and use Pachy's low contact move + . Frequent use of his Special Moves is also recommended + or + .

Trike



Trike is a bit slower than Pachy, so you can basically play "hit and run" against him. Nail him often with a jump attack and contact moves, and then quickly move away.

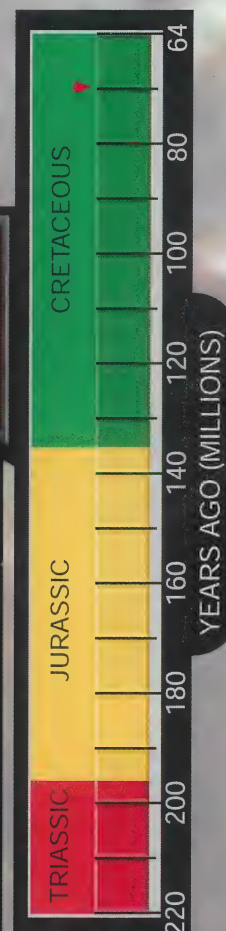
Anky



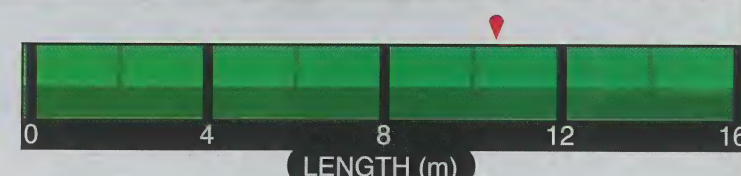
This beast is much more powerful and has a longer reach than Pachy. Start the fight with a low contact move + . While Anky's on the ground, use a special move + .

ANKYLOSAURUS

ANKY

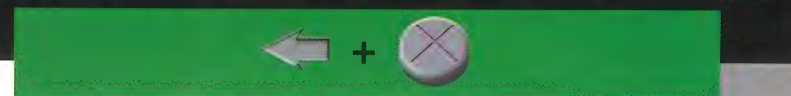
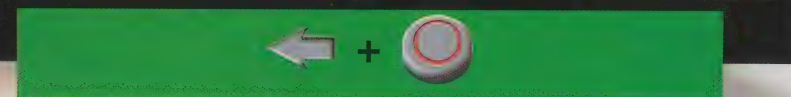
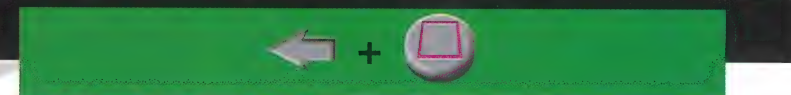


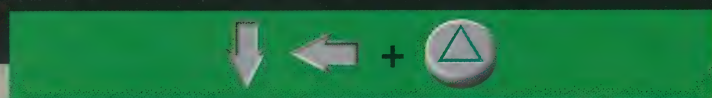
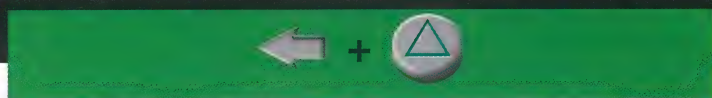
The best known of the armored dinosaurs, Ankylosaurus was the last and largest of the ankylosaurids. Its tough skin was covered with bony plates, and it could swing its clubbed tail to severely injure any predators unwise enough to attack. This walking tank is known from fossils found in Montana and Alberta.



Basic:	
Advanced:	+ +
Mini Combo:	+ + +

SPECIAL MOVES







COMBOS



ANKY BASICS

Although Anky is slow, he has a lot of power in his basic moves. He also has a long reach and the best defense in the game thanks to the shell on his back. Anky has the strongest basic moves in the game, which makes him a great dino for beginners.

Using only Anky's tail attacks  or , you can rapidly build up your Frenzy Meter. At the same time, you'll cause a lot of damage to your opponent, which will enable you to finish them off with the Frenzy attack.

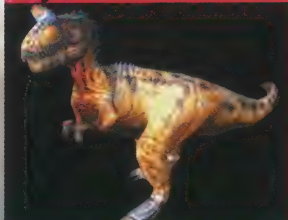
VERSUS

T-Rex



Against T-Rex, it's best to continually attack him with basic attacks. However, you must not let him get too close.

Cryo



Start the fight by attacking with basic attacks to quickly build your Frenzy Meter. When it's full, continue to attack with your strengthened basic moves.

Acro



Although Acro may be faster than Anky, he's not as strong. Use Anky's basic tail attacks until your Frenzy Meter builds, and then use frenzy attacks to finish off Acro.

Raptor



Raptor's speed seems even faster against Anky. All you must do is sidestep and nail Raptor with your tail attack until you go into Frenzy. Finish him off with a few whacks from your Frenzy attack.

Spino



This dino is fast, but lacks a solid defense. Simply knock him down with a contact move. When he's on the ground, take him out with a mini combo.

Giga



Giga is slow and strong, so use your contact moves against him. Also, use Anky's mini combos against Giga.

Carchar



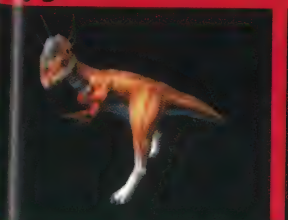
Watch out for Carchar's long reach. Using basic attacks is your best bet in this fight.

Trike



This beast is identical to Styra, except he has more combo and special move power. Knock him down with a contact move, and then nail him with a mini combo when he's on the ground.

Stygi






Pachy



You must play defensively in these fights. Keep your distance, and move constantly to get out of his way. Sidestep and back up to avoid attacks, and then counter when there's an opening.



Alberto



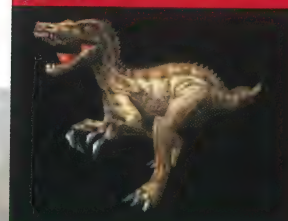
Alberto is similar to Carchar and Giga, only faster. He is pretty simple to defeat if you jump attack often  + any attack button). It's also a good idea to use Anky's high contact move  + .

Styrac



Knock Styrac down with a contact move, and then hit him a few times with  or  tail attacks.

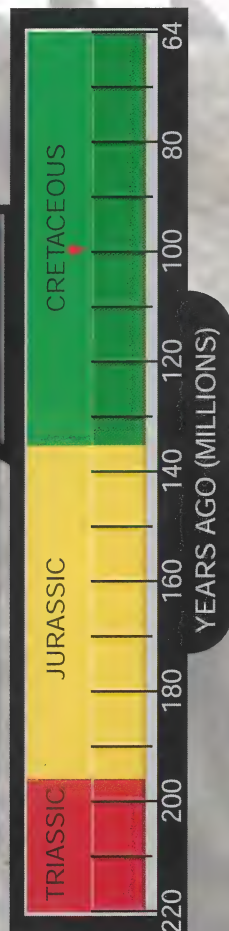
Sucho



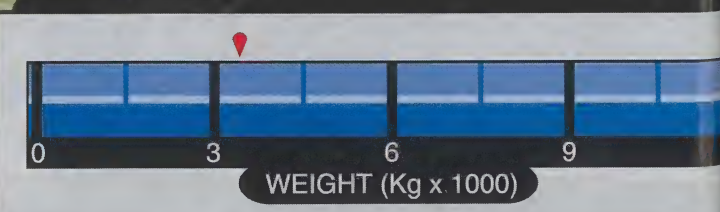
Sucho is a big dino with lots of reach. At the start of the fight, attack him with basic attacks and contact moves.

SUCHOMIMUS

SUCHO



Another recent discovery, Suchomimus has been called a dinosaur trying to be a crocodile. It was larger than the T-Rex, and had much stronger forearms. Suchomimus had a sail-like structure along its back, perhaps used for regulating its temperature. This sail captured heat in the cool mornings, giving the predator an edge on other cold-blooded animals. Also, in the sweltering heat of the Cretaceous afternoons, Suchomimus could dissipate extra heat through its sail.



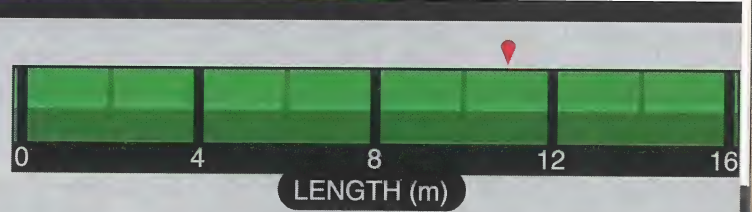
Basic:	
Advanced:	R2 +
Mini Combo:	

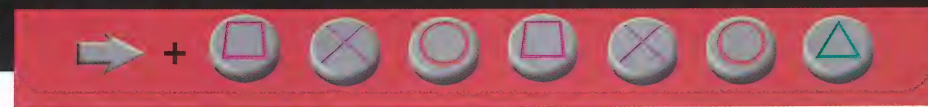
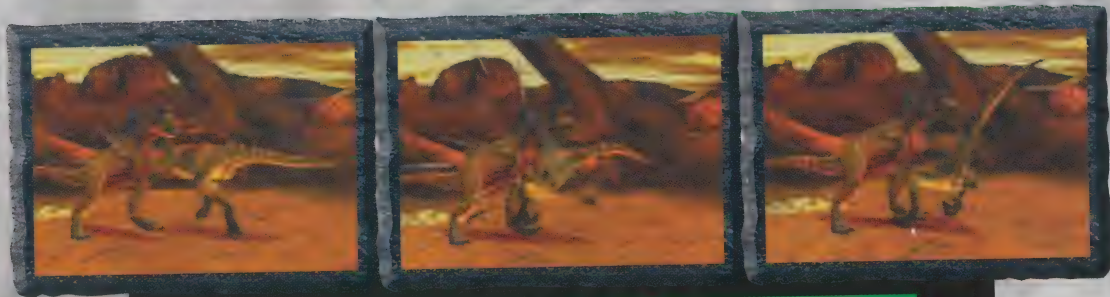
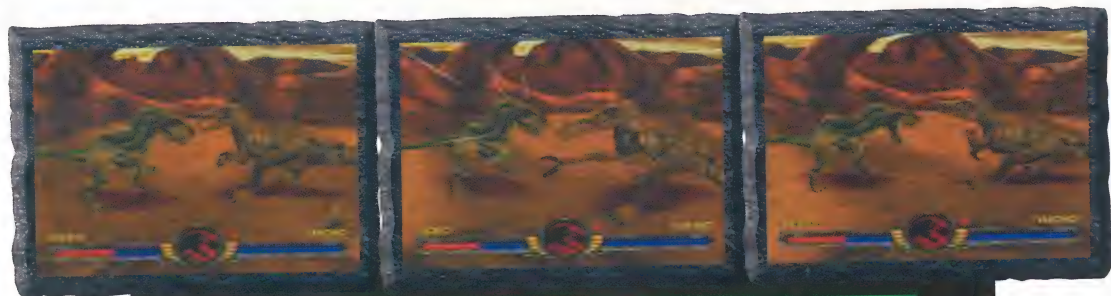
SPECIAL MOVES

→ +

← +

→ +





SUCHO BASICS

Sucho has the strongest special attacks of any dino, in addition to some very powerful combos and a long reach. Sucho is a good choice for beginners.

VERSUS

T-Rex



T-Rex is a well-balanced dino, so use your contact moves to throw him off balance. Then nail him with a mini combo $\downarrow \rightarrow + \triangle \bigcirc$ or $\times \times \bigcirc$.

Cryo



You must avoid letting Cryo unleash a large combo against Sucho. If he starts to do so, sidestep out of the way. Use your contact moves and combos to take him down.

Acro



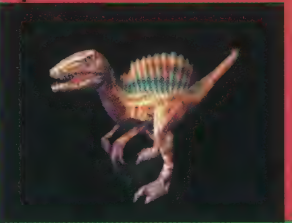
This dino has the same reach as Sucho, so stay in close and bring him down with a low throw $\triangle + \bigcirc$. When on the ground, pound away with a large combo $\rightarrow + \square$, $\times \bigcirc \triangle \square \times \bigcirc$.

Raptor



Keep your distance from Raptor, and use Sucho's reach to your advantage. Back off and wait for Raptor to attack. When he does, use a low contact move $\triangle + \bigcirc$ followed by a combo $\rightarrow + \square \times \bigcirc \triangle \square \times \bigcirc$ to finish the job.

Spino



Spino is weak against Sucho's large combos, so use them whenever the opening arises. The best way to get an opening is to sidestep out of the way just as Spino attacks.

Giga



Because Giga isn't fast, use Special Moves and Sucho's $\triangle \triangle$ mini combo to quickly build up your Frenzy Meter. When it's full, use his Frenzy moves to finish the fight.

Carchar



Carchar is a slow and strong dino. Keep your distance from him and use Sucho's Special Moves and mini combos $\times \times \bigcirc$ to build up your Frenzy Meter. Use Sucho's Frenzy attacks as much as possible.

Trike



Trike is a bit stronger than Styrac, but he doesn't have as much defense. Sidestep out of his way when he attacks, and use a basic attack or a mini combo to finish the fight.

Pachy



Keep your distance against Pachy, and attack with mini combos to build up your Frenzy Meter. By the time it fills, it will only take one or two Frenzy attacks to finish the job.

Alberto



This dino is a faster version of Carchar with less strength. Sidestep out of his way when he attacks, and hit him with a Special Move to rapidly increase your Frenzy Meter. Nail him with everything you can when your Frenzy Meter fills up.

Styrac



Because Styrac is a frontal attacker, use Sucho's combo $\rightarrow + \square \times \bigcirc$, $\triangle \square \times \bigcirc$ as much as possible when he is on the ground or from the side. Unleashing a combo from the front is unlikely.

Stygi



Stygi is a fast and strong dino. Sidestep often to avoid his attacks, and then attack with a mini combo.

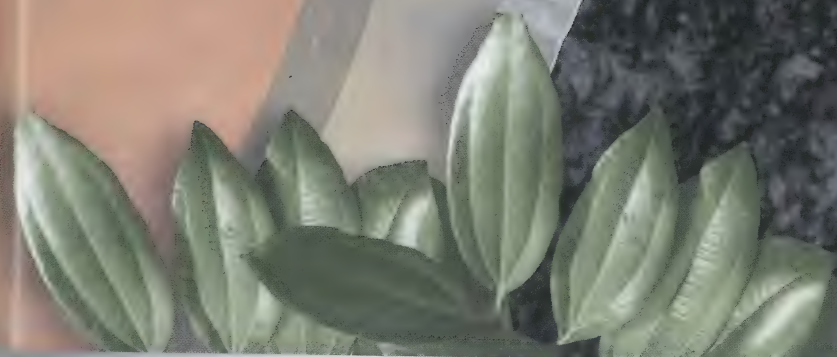
Anky



This beast is slow and strong, so get in close and perform a low contact move. Refrain from using bite attacks, because the height difference in this match-up makes them useless.



SECRETS



ARCADE MODE

To open up nearly every secret in *Warpath Jurassic Park*, players must play through the Arcade mode of the game. In Arcade mode, you have a choice of picking up to eight characters, the other six of which you'll fight against after you defeat the game.

SECRET CHARACTERS

Once you start playing in Arcade mode, you'll notice circles with question marks in them on the Dino Select screen. These indicate additional characters that you can open.

To open these characters, you must fight as and defeat the game in Arcade mode with two different dinosaurs. To simplify, you must play through the game twice as two different characters and defeat all of the dinosaurs in the game. Upon successfully doing so, you'll open up one of the six additional characters.

The combination of opponents doesn't matter. All you have to do is defeat the game with two characters in Arcade mode to open a new selectable character.

NOTE: *Trike and Alberto are the last of the bonus characters. However, you do not unlock any additional bonus for defeating the game with them.*

At the start of the game, you can choose from the following playable characters:

- Acro
- Giga
- Raptor
- T-Rex
- Stygi
- Sucho
- Anky
- Styrac

The six bonus characters are:


- Cachar
- Cryo
- Spino
- Alberto
- Spino
- Trike

SECRET MODES: SURVIVAL AND CHOICE

You can open up two new playable game modes by defeating the game in Arcade mode with any character. The new modes are **Survival** and **Team**.

These two modes appear on the Main Menu, and are instantly playable once you open them. Survival Mode pits your selected character against every other dinosaur in the game in a single round format. Choice Mode enables you to pick any character on the opponent's side, as well as the arena where you want to fight.

DIFFERENT COLOR SKINS

Each time you defeat Survival Mode, the dino you selected gains a new color skin that you can choose from the Main Menu. Press  to select the third color.

INVULNERABILITY

In Survival Mode, you must defeat every dinosaur without dying! This may sound *extremely* difficult, however, accomplishing this task is well worth it.

When you defeat Survival Mode without dying, "Invulnerability" becomes available on the Options screen.

CREDITS

To view the credits of the game, defeat the game in Arcade Mode using any dinosaur.



EXHIBITION MODE

After defeating Arcade Mode with every dinosaur, you will open a new game mode: **Exhibition Mode**. This mode enables players to select whether the CPU is for his or her own character.

So, for example, if you wanted to see how the CPU would handle Pachy in a fight, or if you simply wanted to watch, you could select this mode. To change the characters, go to the Select screen and set the appropriate characters to either player or CPU.



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SECRET ARENAS

To unlock new arenas, you must defeat the Arcade Mode with at least two different dinosaurs. Upon successfully doing so, a new arena opens up.

There are six additional arenas to unlock. Also, you'll notice that once you unlock a new dinosaur, a new arena opens up. The one that opens up is that character's home turf.

The initial selectable arenas are:

- 76 Station
- Helipad
- Raptor Pen
- Visitor Center
- Paddock
- Site B Lab
- Tribal Gate
- Freighter Deck

The six secret arenas are:

- Hunter's Camp
- Universal Studios
- Lost Valley
- Jungle Basin
- Embryo Lab
- Mountainside



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SECRETS

WARPATH CREDITS

9-3-99

DreamWorks Interactive and
Black Ops Entertainment
present

Warpath Jurassic Park

BLACK OPS ENTERTAINMENT, L.L.C.

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Jon Bailey

Lead Game Designer

Noah Tool

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Conceptual Artist & Character Designer

Matt Hall

Localization

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Amy Nabi

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Keith "The Big E" Hargrove

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Seth "MTA" Kleinberg

Joseph "Tapatio" Lamas

Charles "Marty" Polanski

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Alon "Monday-Man" Raphael

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Corey Comstock

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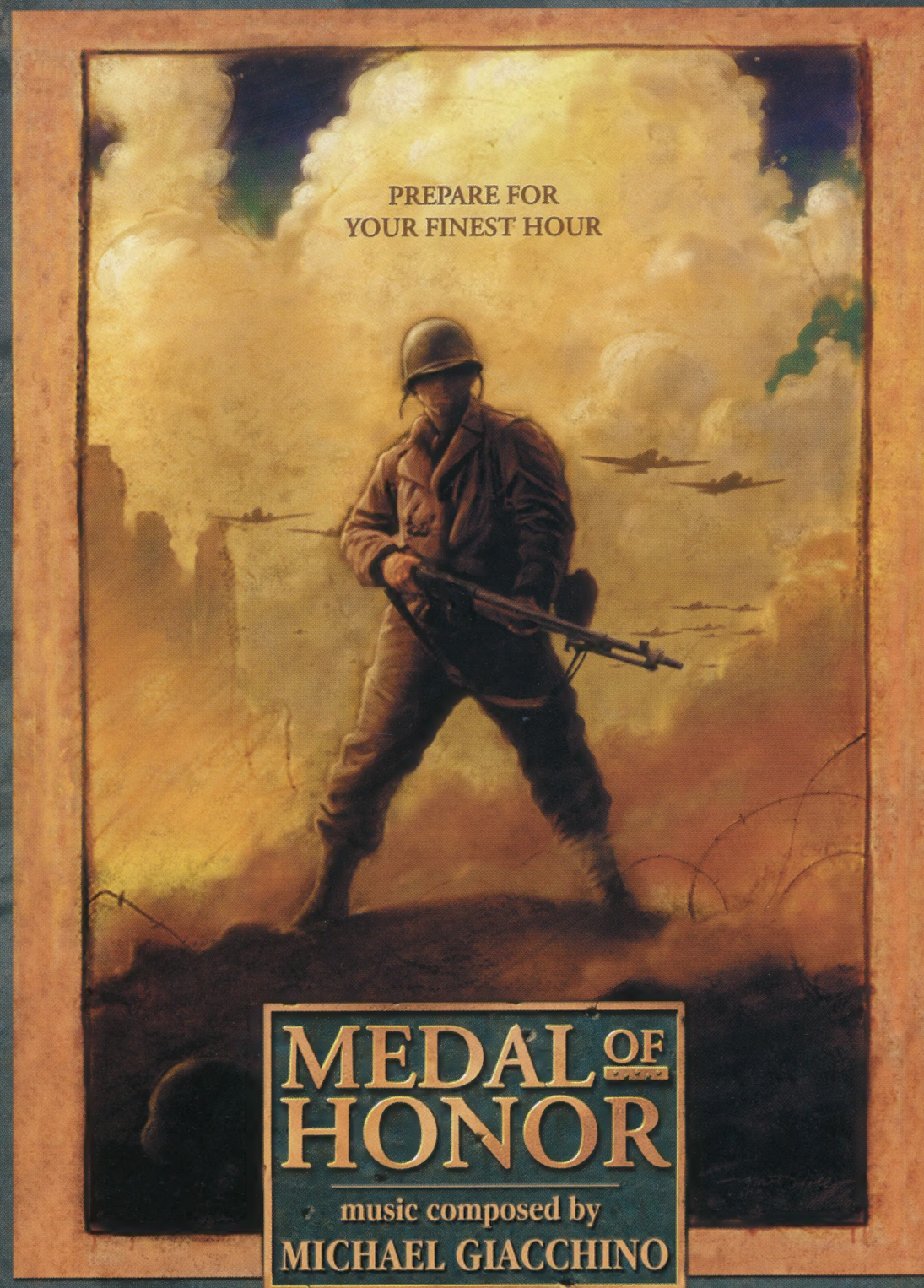
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